Paying with Coins Geddes Kit List

|  | Item <br> Name | RG <br> Item \# | Retail <br> Price |
| :---: | :--- | :---: | :---: |
| 1 | Retro Pencils | 67176 | .20 |
| 2 | Pet Silhouettes Pencils | 67175 | .20 |
| 3 | Astral Wonders Pencils | 67124 | .20 |
| 4 | Munchin Mike Sharpener | 67183 | .50 |
| 5 | Piranha Sharpener | 67037 | .50 |
| 6 | Mouse Sharpener | 65627 | .50 |
| 7 | Erasing Grip | 67137 | .35 |
| 8 | Criss Cross Critters | 67036 | .14 |
| 9 | Happy Cap Erasers | 64259 | .05 |
| 10 | Dessert Erasers | 66993 | .15 |
| 11 | Twister Erasers | 67027 | .35 |
| 12 | Mini Fish Erasers | 67099 | .50 |
| 13 | G Mechanical Pencils | 67039 | .35 |
| 14 | Traction Mechanical Pencils | 67013 | .35 |
| 15 | Cushion Click Mechanical Pencils | 66315 | .35 |
| 16 | .7mm Value Lead | 61152 | .40 |
| 17 | Study Buddy Inferno | 66967 | .50 |
| 18 | 6-Color Pens | 66685 | .75 |
| 19 | Bracelet Pens | 65581 | .40 |
| 20 | Twister Pens | 66921 | .35 |



## Paying with Coins Guided Practice

## 1. Item Card Drawn: Quantity Rolled:

Using coins only, show two ways a school store customer could pay for the total purchase price.

## Option \#1

Qty $\times \underline{\text { Value }}=\underline{\text { Amount }}$


Item Retail Price:
Total Purchase Price:
\$ \$

Option \#2
Qty $\times \underline{\text { Value }}=\underline{\text { Amount }}$
Quarters
___ $\times \$ .25=\$$ $\qquad$
Dimes Nickels
--_
$\times \$ .10=\$$ $\qquad$
Pennies
Total Purchase Price $=\$$ $\qquad$
Item Retail Price:
Total Purchase Price:

Using coins only, show two ways a school store customer could pay for the total purchase price.

## Option \#1

Qty $\times \underline{\text { Value }=}$ Amount
Quarters
Dimes --- $x$

Nickels -_-
Pennies

$$
x \$ .25=\$
$$

$\qquad$

Total Purchase Price $=\$$ $\qquad$

## Option \#2

Qty $\times \underline{\text { Value }}=\underline{\text { Amount }}$

Quarters __ $x \$ .25=\$$

## Dimes

Nickels
Pennies
$x \$ .10=\$$
$\qquad$

Potal
Total Purchase Price = \$ $\qquad$


## Paying with Coins

Guided Practice

## 3. Item Card Drawn: Quantity Rolled:

Item Retail Price:
Total Purchase Price:
Using coins only, show two ways a school store customer could pay for the total purchase price.

## Option \#1

Qty $\times \underline{\text { Value }=}=\underline{\text { Amount }}$
Quarters

| Quarters | _ $\times$ \$. 25 |
| :---: | :---: |
| Dimes | x $\$ .10$ |
| Nickels | _-_ $\times \$ .05$ |
| Pennies | x \$. 01 |

Total Purchase Price $=$

## 4. Item Card Drawn:

 Quantity Rolled:
## Option \#2

Qty $\times \underline{\text { Value }}=\underline{\text { Amount }}$

| Quarters | __x $\mathrm{\$} .25$ |  |
| :---: | :---: | :---: |
| Dimes | x $\$ .10$ |  |
| Nickels | $\ldots$. x \$. 05 |  |
| Pennies | x \$. 01 |  |

Total Purchase Price = $\qquad$
Item Retail Price:
Total Purchase Price:


Using coins only, show two ways a school store customer could pay for the total purchase price.

## Option \#1

Oty $\times \underline{\text { Value }=\underline{A m o u n t}}$


Total Purchase Price $=\$$ $\qquad$

Option \#2
Qty $\times \underline{\text { Value }=\underline{A m o u n t}}$

| Quarters | x $\$ .25$ | = \$ |
| :---: | :---: | :---: |
| Dimes | - $\times$ \$. 10 | = \$ |
| Nickels | x \$. 05 | = \$ |
| Pennies | x \$. 01 | = \$ |

Total Purchase Price $=\$$ $\qquad$

Paying with Coins
Sample Key

## 1. Item Card Drawn: Twister Eraser Item Retail Price: \$.35 Quantity Rolled: 4 Total Purchase Price: $\$ 1.40$

Using coins only, show two ways a school store customer could pay for the total purchase price.

Option \#1
Qty $\times \underline{\text { Value }=\underline{A m o u n t}}$
Quarters $4 \times \$ .25=\$ 1.00 \quad$ Quarters $2 \times \$ .25=\$ .50$
Dimes $4 \times \$ .10=\$ .40$
Nickels $\quad$ x $\$ .05=\$$
Pennies ___ $\times \$ .01=\$$

## Option \#2

Qty $\times \underline{\text { Value }=\underline{A m o u n t}}$
$6 \times \$ .10=\$ .60$
$5 \times \$ .05=\$ .25$
$5 \times \$ .01=\$ .05$

Total Purchase Price $=\quad \$ 1.40 \quad$ Total Purchase Price $=\$ 1.40$
2. Item Card Drawn: Study Buddy Inferno
Quantity Rolled: 2
Item Retail Price:
Total Purchase Price:

Using coins only, show two ways a school store customer could pay for the total purchase price.

Option \#1

$$
\underline{\text { Oty }} \times \underline{\text { Value }}=\underline{\text { Amount }}
$$

| Quarters | $2 \times$ | $\$ .25$ | $=\$ .50$ | Quarters | $3 \times \$ .25$ | $=\$ .75$ |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Dimes | $4 \times$ | $\$ .10$ | $=\$ .40$ | Dimes | 1 | $\times \$ .10$ | $=\$ .10$ |
| Nickels | $1 \times$ | $\times .05$ | $=\$ .05$ | Nickels | $2 \times \$ .05$ | $=\$ .10$ |  |
| Pennies | $5 \times$ | $\times .01$ | $=\$ .05$ | Pennies | $5 \times \$ .01$ | $=\$ .05$ |  |

Paying with Coins
Sample Key

## 3. Item Card Drawn: Dessert Eraser Item Retail Price: <br> \$. 15 Quantity Rolled: 3 Total Purchase Price: $\$ .45$

Using coins only, show two ways a school store customer could pay for the total purchase price.

Option \#1
Qty $\times$ Value $=\underline{\text { Amount }}$

Option \#2
Qty $\times \underline{\text { Value }=}$ Amount

| Quarters | 1 | $\times \$ .25$ | $=\$ .25$ | Quarters | $0 \times \$ .25$ | $=\$ 0$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Dimes | 2 | x |  |  |  |  |
| .10 | $=\$ .20$ | Dimes | $2 \times \$ .10$ | $=\$ .20$ |  |  |
| Nickels | 0 | $\times \$ .05$ | $=\$ 0$ | Nickels | $4 \times \$ .05$ | $=\$ .20$ |
| Pennies | 0 | x | $\$ .01=\$ 0$ | Pennies | $5 \times \$ .01$ | $=\$ .05$ |

Total Purchase Price $=\quad \$ .45 \quad$ Total Purchase Price $=\$ .45$

## 4. Item Card Drawn: Bracelet Pen Item Retail Price: \$. 40 Quantity Rolled: $6 \quad$ Total Purchase Price: $\$ 2.40$

Using coins only, show two ways a school store customer could pay for the total purchase price.

Option \#1
Qty $\times$ Value $=\underline{\text { Amount }}$

Option \#2
Qty $\times \underline{\text { Value }}=\underline{\text { Amount }}$

Quarters
$6 \times \$ .25=\$ 1.50$
Quarters
Dimes
Nickels
Pennies
$7 \times \$ .25=\$ 1.75$
Dimes $\quad 4 \times \$ .40=\$ .40$
Nickels $\quad 9 \times \$ .05=\$ .45$
Pennies $\quad 5 \times \$ .01=\$ .05$
Total Purchase Price $=\quad \$ 2.40$


## Paying with Coins Kindergarten Customers Worksheet

What can the kindergarten customers purchase from the school store with their six coins? Select items from the Geddes Kit List. Spend as much as possible using the six coins as a budget.

## 1. List six coins pulled:

|  | Oty | x | Value |  | Amount |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Quarters = |  | x | \$. 25 | $=$ |  |
| Dimes $=$ |  | X | \$. 10 | = | \$ |
| Nickels $=$ |  | x | \$. 05 | = |  |
| Pennies $=$ |  | x | \$. 01 | $=$ |  |
| Total Amoun |  |  |  | = |  |

Offer 2 purchase options to the kindergarten customers:
Option \#1:

| Items to Purchase | Retail Price | x | Qty = | Total |
| :---: | :---: | :---: | :---: | :---: |
|  | \$ | x | = |  |
|  | \$ | x | --- | \$ |
|  | \$ | x | --- | \$ |
|  | \$ | x | = |  |

Total Purchase \$
\$
\$

Option \#2:

| Items to Purchase | Retail Price | x | Qty = | Total |
| :---: | :---: | :---: | :---: | :---: |
|  |  | x | --- |  |
|  | \$ | X | --- $=$ |  |
|  | \$ | x | --- | \$ |
|  |  |  |  |  |

Total Purchase \$How much change will customer get back?

2. List six coins pulled:

|  | Oty | x | Value |  | Amount |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Quarters = |  | x | \$. 25 | = |  |
| Dimes $=$ |  | x | \$. 10 | = |  |
| Nickels $=$ |  | x | \$. 05 | = |  |
| Pennies $=$ |  | x | \$. 01 | = |  |
| Total Amoun |  |  |  | = |  |

Offer 2 purchase options to the kindergarten customers:
Option \#1:

| Items to Purchase | Retail Price | x | Qty $=$ | Total |
| :---: | :---: | :---: | :---: | :---: |
|  | \$ | x | -_- = | \$ |
|  | \$--------- | x |  |  |
|  | \$ | x | = |  |
|  | \$_-_-_-- | x | -_- = |  |

How much change will customer get back?
\$


Option \#2:

| Items to Purchase | Retail Price | x | Qty $=$ | Total |
| :---: | :---: | :---: | :---: | :---: |
|  | \$ | x | _-_ = |  |
|  | \$__-_-_- | x | _-_ = |  |
|  | \$ | x | - |  |
|  | \$_-_-_-- | x | _-_ = |  |

Total Purchase
How much change will customer get back?
\$ $\$^{----}$

## Paying with Coins Kindergarten Customers Sample Key

What can the kindergarten customers purchase from the school store with the six coins? Select items from the Geddes Kit List. Spend as much as possible using the six coins as a budget.

1. List six coins pulled:

|  | Oty | x | Value = | Amount |
| :---: | :---: | :---: | :---: | :---: |
| Quarters = | 2 | X | \$. 25 | \$. 50 |
| Dimes = | 2 | X | \$. 10 | \$. 20 |
| Nickels = | 1 | X | \$. 05 | \$. 05 |
| Pennies $=$ | 1 | X | \$. 01 | \$. 01 |
| Total Amoun |  |  | = | \$. 76 |

Offer 2 purchase options to the kindergarten customers:
Option \#1:

| Items to Purchase | Retail Price | x | Qty = | Total |
| :---: | :---: | :---: | :---: | :---: |
| Munchin Mike Sharpener | \$. 50 | x | 1 = | \$. 50 |
| Pet Silhouettes Pencil | \$. 20 | x | 1 = | \$. 20 |
| Happy Cap Eraser | \$. 05 | x | 1 = | \$. 05 |
|  | \$ |  | - | \$ |

$$
\begin{array}{rr}
\text { Total Purchase } & \$ .75 \\
\text { How much change will customer get back? } & \$ .01
\end{array}
$$

Option \#2:

| Items to Purchase | Retail Price | x | Qty = | Total |
| :---: | :---: | :---: | :---: | :---: |
| Twister Eraser | \$. 35 | x | 1 = | \$. 35 |
| Happy Cap Erasers | \$. 05 | x | $2=$ | \$. 10 |
| Dessert Erasers | \$. 15 | x | 2 = | \$. 30 |
| - | \$ | x | -_- $=$ |  |
| $\begin{aligned} \text { Total Purchase } & \$ .75 \\ \text { How much change will customer get back? } & \$ .01\end{aligned}$ |  |  |  |  |
|  |  |  |  |  |

## Paying with Coins <br> Kindergarten Customers <br> Sample Key

2. List six coins pulled:

|  | Oty | $x$ | Value $=$ | Amount |
| :---: | :---: | :---: | :---: | :---: |
| Quarters = | 3 | X | \$. 25 | \$. 75 |
| Dimes = | 1 | X | \$. 10 | \$. 10 |
| Nickels = | 1 | X | \$. 05 | \$. 05 |
| Pennies $=$ | 1 | X | \$. 01 | \$. 01 |
| Total Amou |  |  | = | \$. 91 |

Offer 2 purchase options to the kindergarten customers:
Option \#1:

| Items to Purchase | Retail Price | x | Qty = | Total |
| :---: | :---: | :---: | :---: | :---: |
| Dessert Eraser | \$. 15 | x | 3 = | \$. 45 |
| Astral Wonders Pencil | \$. 20 | x | $2=$ | \$. 40 |
| Happy Cap Eraser | \$. 05 | x | 1 = | \$. 05 |
|  | \$ | X | - | \$ |

Total Purchase $\quad \$ .90$
How much change will customer get back? \$. 01
Option \#2:

| Items to Purchase | Retail Price | X | Qty = | Total |
| :---: | :---: | :---: | :---: | :---: |
| Piranha Sharpener | \$. 50 | X | $1=$ | \$. 50 |
| Retro Pencil | \$. 20 | X | $1=$ | \$. 20 |
| Dessert Eraser | \$. 15 | X | 1 = | \$. 15 |
|  | \$ | X | _ $=$ | \$ |

Total Purchase \$.85
How much change will customer get back? \$.06

## Paying with Coins Assessment

Use the following summary to assess a student's abilities and performance throughout the lesson. Share this assessment with students at the start of the lesson so that students will understand how they will be assessed prior to beginning the Exploring and Learning section. The tool can be used as a basis for providing feedback to the student. Use the scale below to score each of the following items:

## Making Connections:

____ Student participates in discussion by offering answers to one or more of the questions asked by the teacher.

## Exploring and Learning

___- Student participates in discussion by identifying several ways to represent the value of $\$ 1.00$ using coins only.

Student works with partner to calculate total purchase prices (based on retail prices and quantities), and to provide two options to pay for those items using coins only.
___- Student works with partner to help customers purchase items given an allotted amount of money (budget) to make purchases.

Each worksheet contains accurate calculations.
$\qquad$

## SCALE

4 - Excellent
Student completes the activity, task or assignment with no errors and demonstrates mastery of concepts and/or lesson objectives.

3-Good
Student completes the activity, task, or assignment with few major errors and demonstrates an understanding of the concepts and/or lesson objectives.

2 - Fair
Student completes the activity, task, or assignment with some major errors and demonstrates difficulty with the concepts and lesson objectives.

1 - Poor
Student does not complete the activity, task, or assignment and demonstrates no understanding of the concepts and/or lesson objectives.

