

# Pick-a-Coin

Grades  
2-3

**Strands** Operations and Computation; Measurement and Reference Frames  
**Skills** Practice finding the value of coins and adding money using a calculator

### Games Kit Materials (per group)

- Pick-a-Coin Gameboard (or Game Master 123)
- 1 die

### Additional Materials

- 1 calculator for each player

**Players** 2 or 3



OPTIONS FOR INDIVIDUALIZING						
GRADES	K	1	2	3	4	5
ENRICHMENT						
CORE PROGRAM		✓	✓			
RETEACHING AND PRACTICE						

**Object of the game** To be the player with the largest sum.

### Directions

1. Players take turns. For each turn a player does the following:
  - Rolls the die 5 times.
  - After each roll, records the number that comes up on the die in any cell on his or her part of the Record Table.
  - Uses a calculator to find the total amount for that turn.
  - Records the total on the Record Table.
2. After 4 turns, each player uses a calculator to add the 4 totals. The player with the largest sum wins.

**EXAMPLE** Player 1 rolled 4, 2, 4, 6, and 1 and filled in the Record Table like this.

### Pick-a-Coin Record Table

Player 1	P	N	D	Q	\$1	Total
1 <sup>st</sup> turn	2	1	4	4	6	\$7.47
2 <sup>nd</sup> turn						\$ .
3 <sup>rd</sup> turn						\$ .
4 <sup>th</sup> turn						\$ .
					Total	\$ .

# Pick-a-Coin Record Table



	(P)	(N)	(D)	(Q)	\$1	Total
1st turn						\$ _____
2nd turn						\$ _____
3rd turn						\$ _____
4th turn						\$ _____
<b>Total</b>						\$ _____

	(P)	(N)	(D)	(Q)	\$1	Total
1st turn						\$ _____
2nd turn						\$ _____
3rd turn						\$ _____
4th turn						\$ _____
<b>Total</b>						\$ _____

	(P)	(N)	(D)	(Q)	\$1	Total
1st turn						\$ _____
2nd turn						\$ _____
3rd turn						\$ _____
4th turn						\$ _____
<b>Total</b>						\$ _____