Lone Star Learning®

Math on a Budget

Shake~Rattle~Roll

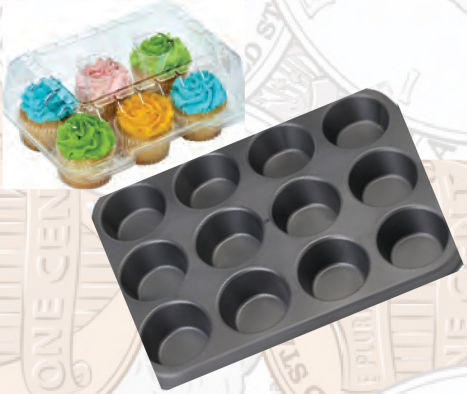
Shake~Rattle~Roll

Variations of this game can support:

K.4(A) identify U.S. coins by name, including pennies, nickels, dimes, and quarters
1.4(A) identify U.S. coins including pennies, nickels, dimes, and quarters by value and describe the relationships between them
1.4(B) write a number with the cent symbol to describe the value of a coin
2.5(A) determine the value of a collection of coins up to one dollar
2.5(B) use the cent symbol, dollar sign, and the decimal point to name the value of a collection of coins
3.4(C) determine the value of a collection of coins and bills
4.2(E) represent decimals, including tenths and hundredths, using concrete and visual models and money
4.2(F) compare and order decimals using concrete and visual models to the
4.3(G) represent fractions and decimals to the tenths or hundredths as distances from zero on a number line hundredths
4.4(A) add and subtract whole numbers and decimals to the
5.2(A) represent the value of the digit in decimals through the thousandths using expanded notation and numerals
5.2(C) round decimals to tenths or hundredths
5.3(E) solve for products of decimals to the hundredths,including situations involving money, using strategies based on place-value understandings, properties of operations, and the relationship to the multiplication of whole numbers
5.3(G) solve for quotients of decimals to the hundredths, up to four-digit dividends and two-digit whole number divisors, using strategies and algorithms, including the standard algorithm
5.3(D) represent multiplication of decimals with products to the hundredths using objects and pictorial models, including area models
5.3(F) represent quotients of decimals to the hundredths, up to four-digit dividends and two-digit whole number divisors, using objects and pictorial models, including area models
5.9(A) represent categorical data with bar graphs or frequency tables and numerical data, including data sets of measurements in fractions or decimals, with dot plots or stem-and-leaf plots

Materials

cupcake box (or a muffin tin)



coins- plastic or real

marble, pom pom, paper wad

1. Using a half-dozen or dozen cupcake box (classroom parties can pay off), glue different amounts of coins in each cupcake spot.
2. Place 1-2 marbles in the cupcake container.
3. Decide which skill your students will practice and print the corresponding Think Sheet.
(Options includes: Comparing (1 marble), Ordering (3-5 marbles) Addition, Subtraction, Multiplication (2 marbles)

See game options and instructions on next page.

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Comparing (1 Marble)

- Play in pairs.
- Player 1 shakes the container.
- Count the value of the coins where the marble lands.
- Write the total on the Think Sheet.
- Player 2 repeats process. Players compare the 2 values. Shake it up!

4th & 5th Grade- Have students write the totals as fractions and decimals!

Ordering (3-5 Marbles)

(best for 4-5th grades)

- Can be played in pairs, as a group or individually
- Choose how many decimals you want you mathematicians to compare.
- Place that number of marbles in the container.
- Shake the container.
- Students will count the values of the coins under each marble and write them in the specified order on their Think Sheet.

Addition (2-3 Marbles)

(best for 4th-5th grades)

- Place 2 or 3 marbles in the container.
- Player 1 shakes, counts the 2 or 3 totals and writes them on the Think Sheet.
- Player 1 adds the amounts.
- Player 2 repeats this process. Player with the biggest sum wins this round.

Subtraction (2 Marbles)

(best for 4th-5th grades)

- Place 2 or 3 marbles in the container.
- Player 1 shakes, counts the 2 or 3 totals and writes them on the Think Sheet.
- Player 1 finds the difference of the two coin totals.
- Player 2 repeats this process. Player with the smallest difference wins this round.

Coin Recognition (1 Marble)

(best for Kindergarten -2nd grade)

- Place 1 marble in the container.
- Player 1 shakes the marble (or toss the paper wad)
- Name each coin in the cupcake
- Player 2 now repeats the process

(For 1st & 2nd grade- have students write the value of each coin)

Shake ~ Rattle ~ Roll

Comparing

Player 1	Comparison Symbol <=>	Player 2

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Shake ~ Rattle ~ Roll
Ordering- Least to Greatest

3 Marbles	4 Marbles	5 Marbles
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.

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Shake ~ Rattle ~ Roll
Ordering- Greatest to Least

3 Marbles	4 Marbles	5 Marbles
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.
1. 2. 3.	1. 2. 3. 4.	1. 2. 3. 4. 5.

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Addition

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Shake~Rattle~Roll

Subtraction

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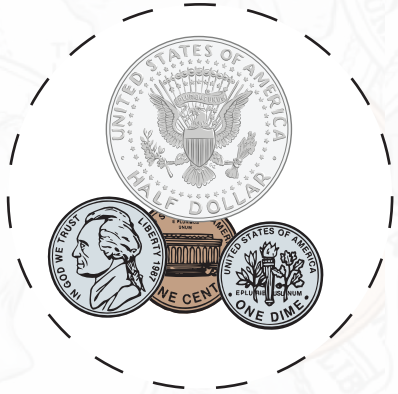
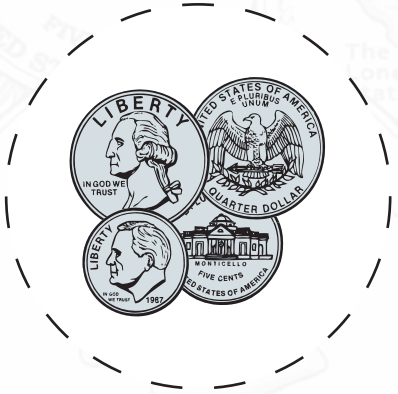
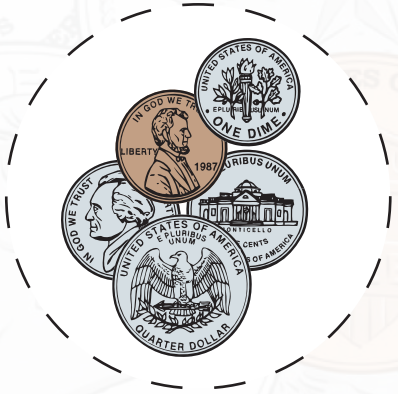
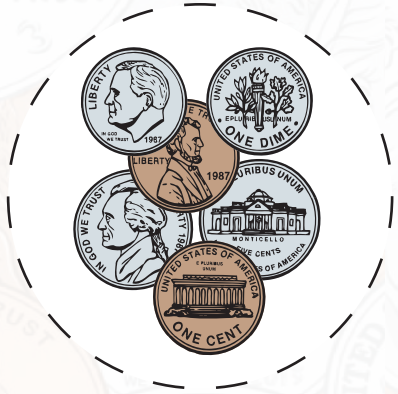
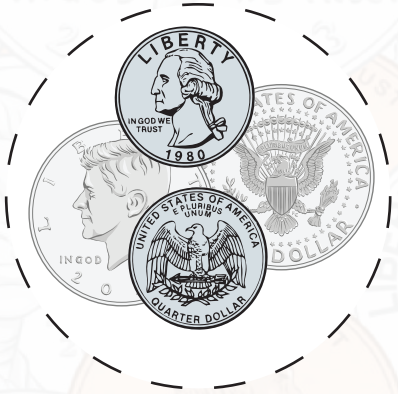
Coin Recognition

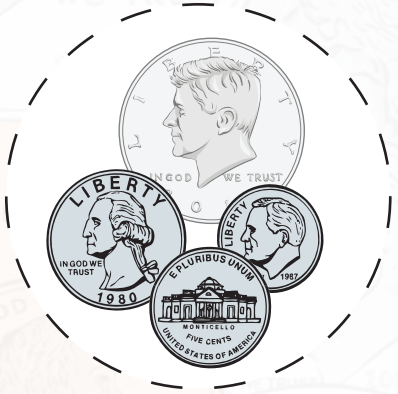


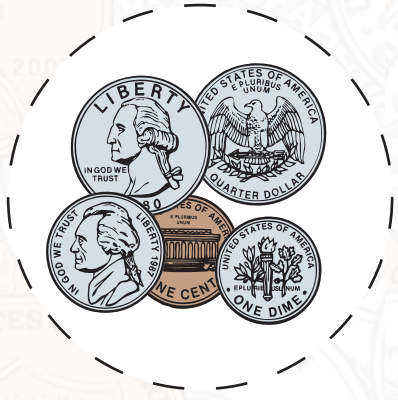


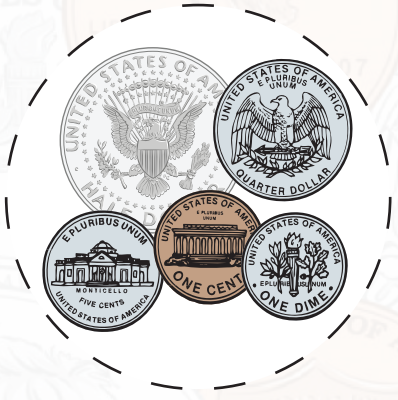


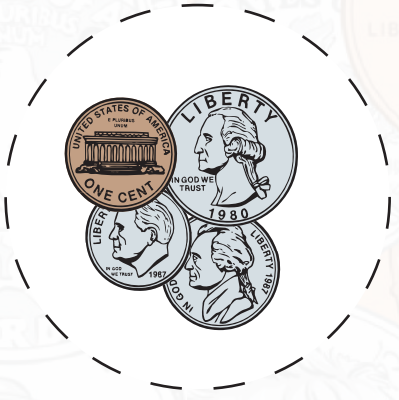


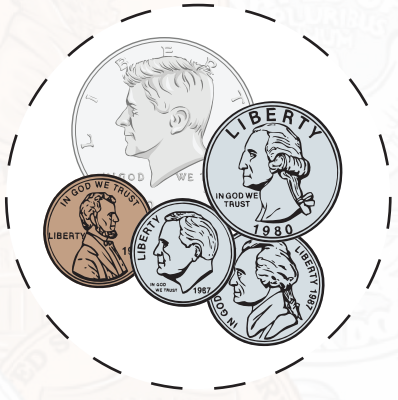












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in 10 and 10

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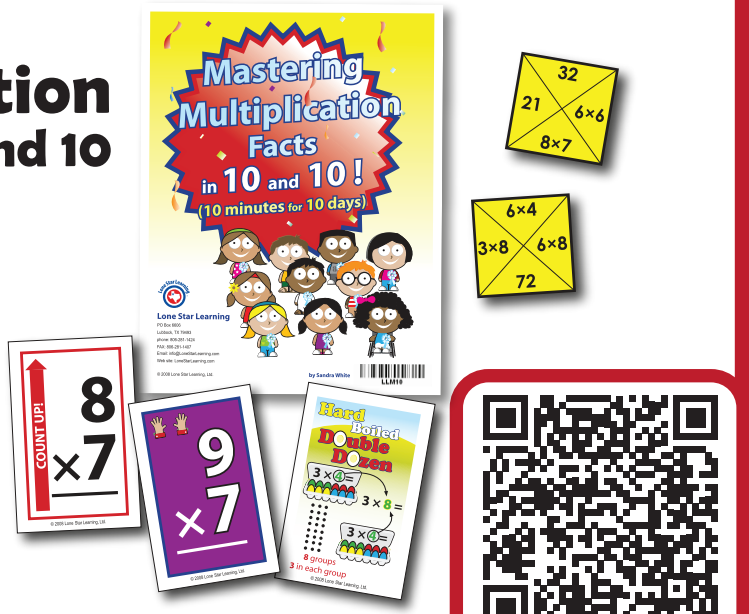

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