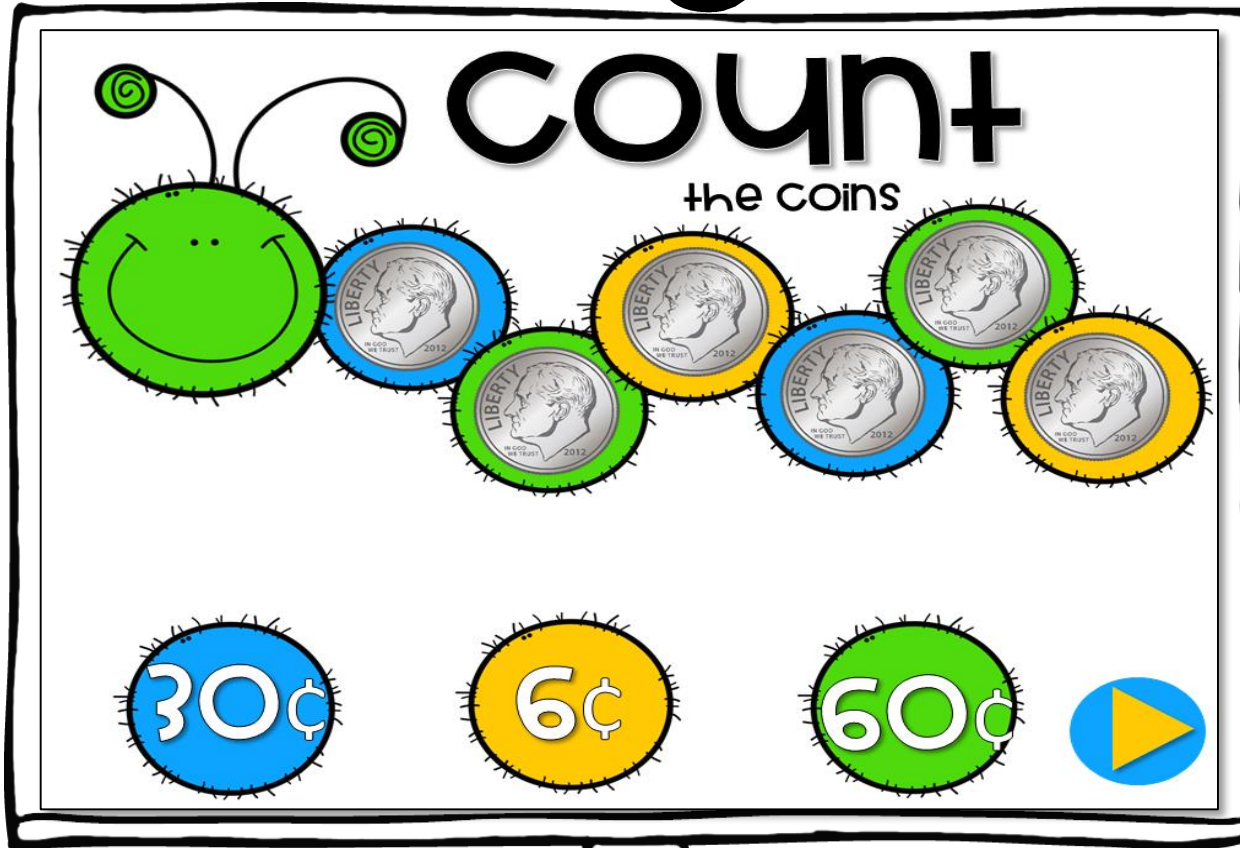


INTERACTIVE MATH GAMES

Counting Coins



For any Device

GAMES TO REINFORCE COIN RECOGNITION AND VALUE

- Coin Counters
- Calling Coins
- Buy a Bag
- Coin Caterpillar
- Coin Comparison



Click on the:

dime

coin caterpillar

count the coins

30¢ 6¢ 60¢

Coin Counters

Count by 5s and touch the nickels. What is the value?

65¢ 70¢ 80¢

Buy a bag

Buy a bag 10¢

Top the bag with the same value

coin comparison

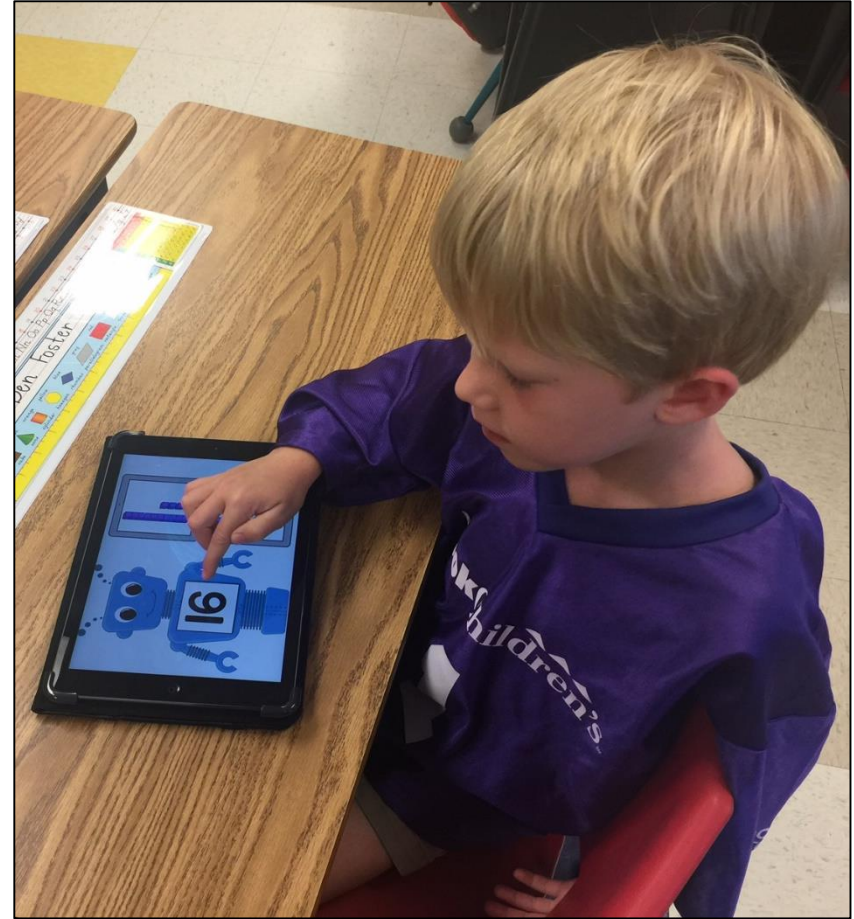
click the symbol that goes in the box to make a true statement.

TEACHER INFO: How it works!

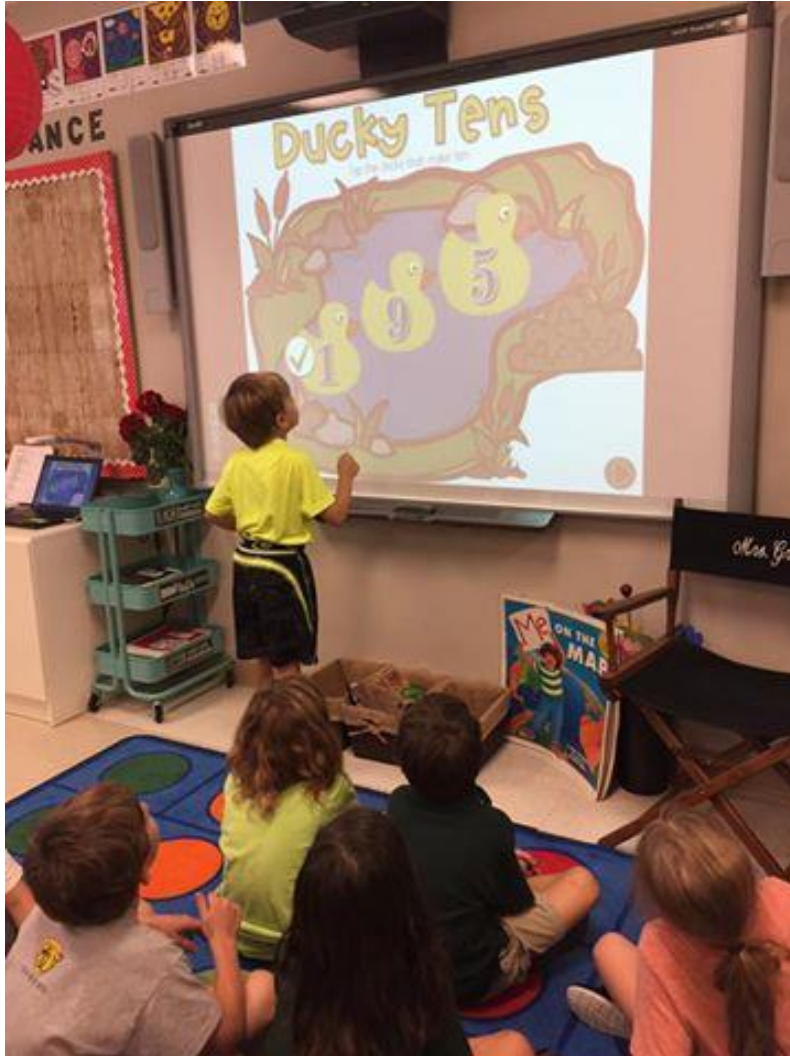
THE INTERACTIVE MATH GAMES IN THIS FILE CAN BE PLAYED ON ANY DEVICE WITH POWERPOINT INSTALLED! SMART BOARD, COMPUTER OR HANDHELD DEVICE.

USE THEM FOR WHOLE GROUP WARM-UP/REVIEW GAMES, INDEPENDENT COMPUTER ROTATIONS, OR IPAD TYPE DEVICE GAMES DURING STATIONS.

STUDENTS CLICK THROUGH TO REINFORCE MATH CONCEPTS IN FUN GAME FORMAT.



HOW IT WORKS



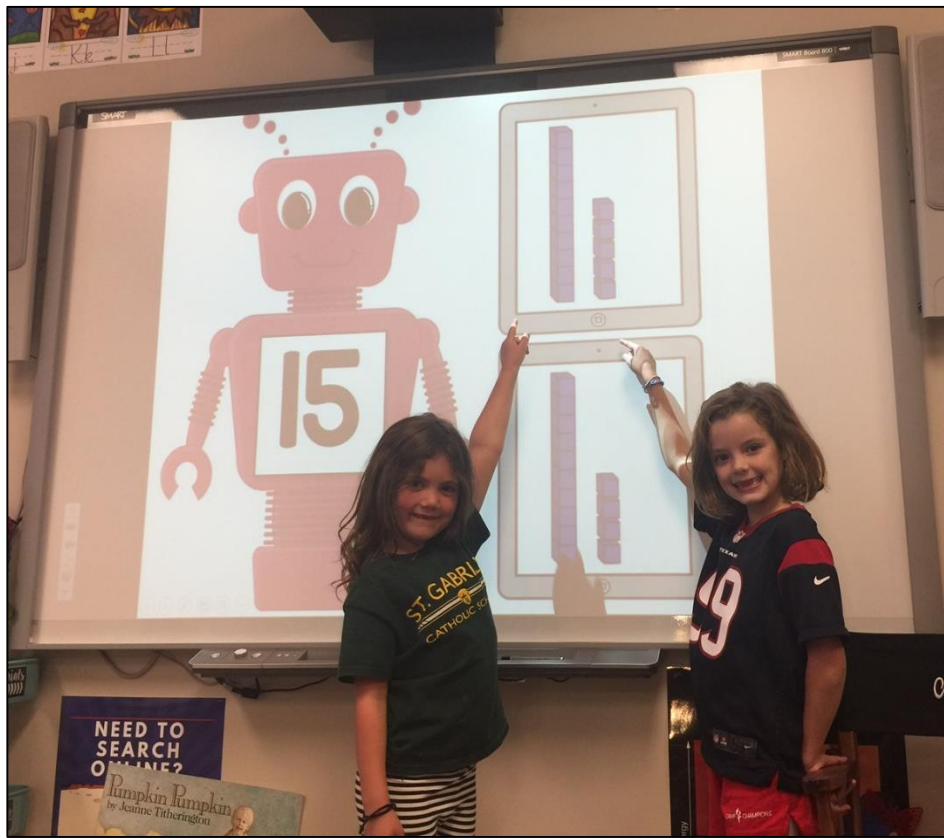
IN ORDER TO PLAY, THE GAMES,
DOUBLE CLICK TO OPEN.

CLICK "SLIDESHOW" AT THE TOP OF
THE PAGE.

CLICK "FROM BEGINNING".

THERE IS ALSO A **SHORTCUT BUTTON**
AT THE TOP THAT HAS A SCREEN AND
A PLAY BUTTON FOR A ONE CLICK
START!

THAT'S IT! STUDENTS CAN CLICK
THROUGH AND LEARN! EACH GAME HAS
20 OR MORE INTERACTIVE QUESTIONS.



STUDENTS CLICK THE NUMBERS TO REVEAL WHETHER THEIR THINKING IS CORRECT OR INCORRECT.

FUN SOUND EFFECTS GRAB ATTENTION!

TIP: TELL STUDENTS TO CLICK THE NUMBERS TO BE SURE THE TOUCH IS REGISTERED IN THE GAMES. IF THEY TOUCH OUTSIDE THE NUMBER IT MAY NOT RESPOND.



Licensing:

EACH LICENSE PURCHASED IS FOR A SINGLE CLASSROOM'S USE. GAMES MAY BE INSTALLED IN ONE CLASSROOM ON MULTIPLE DEVICES. IN ORDER TO SHARE THESE WITH ADDITIONAL TEAMMATES OR CLASSROOMS, MULTIPLE LICENSES MUST BE PURCHASED. MULTIPLE LICENSES ARE HALF PRICE AND CAN BE FOUND ON TPT THE SAME WAY YOU WOULD CHECKOUT REGULARLY.

Credits:

