



Activity Idea

Activity	Pinch a Penny
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Possibilities for maths learning	<input checked="" type="checkbox"/> Counting	<input checked="" type="checkbox"/> Composition	<input checked="" type="checkbox"/> Cardinality
	<input checked="" type="checkbox"/> Subitise	<input checked="" type="checkbox"/> Comparison	<input type="checkbox"/> Measure
	<input type="checkbox"/> Shape	<input type="checkbox"/> Pattern	<input type="checkbox"/> Spatial awareness

Resources	<ul style="list-style-type: none"> ➤ Large supply of pennies ➤ One die or a spinner with numbers 1-6 ➤ An empty container.
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Activity Outline	<p>Explain to the children that you are going to play a game called <i>Pinch A Penny</i>.</p> <p>In the game players will be given a pile of pennies. One player will roll the die (or spinner) and take away that number of pennies from his/her pile. The first player to lose all of his/her pennies “breaks the bank” and wins.</p> <p>Start with an equal amount of pennies for each player (you decide on the amount. You could start with smaller numbers and really focus on how many to take away, how many are left etc. then each time you play increase the total number of pennies.)</p> <p>Have the first player roll the die. Have the player take away that amount of pennies from his/her pile. Encourage the children to talk about what they are doing as they take their turns. Model this, for example, “You rolled a four. You have 10 pennies altogether and you must take away four pennies. How many pennies do you have left?” (Six) “Yes, you have six pennies left”</p> <p>As the piles of pennies get lower ask children to compare their piles. Who has the most, who has the least – who do they think will be the winner?</p> <p>If a player has three pennies and rolls a six, then that player skips a turn. The player must be able to take away some pennies from his/her pile in order to successfully complete a turn. If a player cannot do this (cannot take six away from three, for example), then the next player takes a turn.</p> <p>The first player to lose all of his/her pennies “breaks the bank” and wins.</p>
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Extension Opportunities

- ✓ Add more pennies to the players' piles. If needed, you may also add another die so that the players are playing with a large amount of pennies and a pair of dice instead of a single die.
- ✓ Provide recording materials for the players to record their mathematical thinking.
I started out with _____ pennies in my pile.
I rolled a _____.
_____ - _____ = _____.
Now I have _____ pennies.
Repeat this several times so that the children have an opportunity to record all of their moves.