



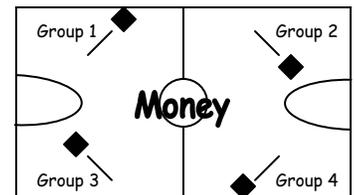
Lesson One - Change Relay

Activity: (Math/Health - Fitness)

- Each group of students will work as a team to gather the correct amount of change from the center of a large room (gym). One member of each team will proceed to the center and obtain one coin or bill. Then they return to the starting line and place the coin or bill in their team box (purse/billfold). The next team member then proceeds to the center of the gym. Team members continue to take turns collecting the coin(s)/bill(s) until they have completed the problem.

Materials:

- Large paper coins (Handout - *Lesson One: Coin I & Coin II*)
- Large paper bills (Handout - *Lesson One: Bill I - Bill IV*)
- Example Problems (Handout - *Lesson One: Problems I - Problems IV*)
- Large room (gym) or playground (no wind)
- Box for each group (decorate to resemble a purse or billfold - optional)
- Scratch paper and pencils for each group
- Award for completing activity (Handout - *Lesson One: The Rusty Nickel Award*)



Procedure:

- Divide the class into groups of 2-4 students (4 - 6 groups)
- Evenly space the groups around the center of the gym - a. place a piece of masking tape on the floor in front of each group, b. place a box to the left of the tape
- Scatter the coins and bills face up in the center of the gym
 - Lesson One - Coin I & Coin II / Lesson One - Bill I - Bill IV*
- Announce a purchase price from the provided problems (*Lesson One - Problems I - Problems IV*) or provide your own
- Announce the corresponding value of the amount of money used to pay for the purchase





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Procedure Continues:

6. Announce - COLLECT THE CORRECT CHANGE
7. One member from each team places the box (purse/billfold) in front of the starting line when they have completed the problem
8. The game continues until all of the teams have finished collecting the correct change

Rules & Suggestions:

- **Use your judgment - additional rules and precautions may be needed for some groups depending on age and development**
 1. In order to win, the smallest number of coin(s)/bill(s) must be collected to complete the problem - the team with the fastest time needed to complete the task wins the round (the number of rounds completed to win the championship is optional depending on the amount of class time available)
 - a. Encourage the students to plan ahead and use the scratch paper if necessary
 - b. They can return a bill or coin and replace it with a different denomination
 - c. Only one coin or bill can be transported at a time
 2. The speed at which the students gather the coins may be a concern - use your judgment and control the rate at which the students proceed to the center
 - Suggestions below may help reduce the chances of a collision-
 - Instead of running - require the students to walk, crawl or even crab-crawl toward the center of the gym
 - Establish separate areas for each team to collect bills and coins instead of having all of the coins and bills located in the center of the gym
 - Have all of the kids run in the same direction from one side of the gym to the other
 - Do not allow unruly students to participate (this activity is a capstone, fun activity/reward for completing a unit on counting back change - it is not a required task)
 3. The number of bills and coins photocopied will depend on the number of groups and the types of problems used - it is better to have too much money than not enough (the students should help cut out the bills and coins - return money after each round)
 4. Verify that the change collected for each group is correct - do this as a group so all of the students can hear their peers count the change (make sure they count upward from the purchase price to the amount given)

