



Technology Integration Lesson

Plainville Community Schools

LESSON TITLE: Money Machine

GRADE: Second

OBJECTIVE: Students will be able to count change with a given number of coins, up to \$1.00

CURRICULUM CONNECTION: 5.2 Counts mixed coins using pennies, nickels, dimes, quarters, half dollars to \$1.00

MATERIALS: Kidspiration template, computer, printer, SmartBoard if available to demonstrate

PROCEDURE: (Read to students)

1. Today we're going to have a little fun with a money machine in Kidspiration. It will help us practice counting coins.
2. Find your second grade folder on the dock and click on it (give directions to other location if you've placed the template elsewhere). Look for the document that says Money Machine and double click on it.
3. The first thing we need to do is put our name on our document. Double click after the word "by" and type your name.
4. Look at the first money machine problem. Read it quietly to yourself, and then we'll read it out loud together.
5. You need to decide which four coins in the symbol palette on the left can make \$1.00. You can use a coin as many times as you need to, but in this case it can't be more than four times. Click on the coin you want, hold down your mouse button, and drag it under the blue box. Continue doing this until you have four coins side by side that add up to \$1.00.
6. You'll do the same thing for the other two money machine problems. Be sure to carefully read the number and types of coins you can use for each one.
7. Look at the last box. Here you get to make up your own money machine problem! Double click in the box. Put your cursor at the end of the text and hold down your delete key to delete the directions there. Then when you're ready to type, just double click in the box and begin typing.
(Allow sufficient time for completion before proceeding with the next set of directions.)
8. Now it's time to print out work. Click on file, select print. Then click on the blue print button.
9. To save your document click on file, select save as. Make sure you're in your documents folder (or other teacher directed location). Name it money machine, and click on the save button.

EXTENSION: Assign money machine problems that involve counting or estimating the change from a purchase.

EVALUATION: Teacher correction of printed document.