



Technology Integration Lesson

Plainville Community Schools

LESSON TITLE: Toy Store

GRADE: Second

OBJECTIVE: Students will be able to select appropriate coins to pay for a toy, and tell how much change they will receive.

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

Note: If students have bags of play money, they should bring it with them to help with the extension activity.

PROCEDURE: (Read to students)

1. Today we're going to the Kidspiration computer toy store to practice counting money.
2. First we need to open up our template. Click on the second grade folder (or other location you've placed the template). Find the document that says Toy Store and double click on it.
3. The first thing we want to do is put our name on our paper. Click one time on the name button (two kids on the star).
4. Type your name and click OK.
5. Look at the directions in the green box. Read them to yourself.
6. Now read the out loud with me.
7. Look at the first toy, a top. How much does it cost? We need to use coins from the symbol palette that add up to that amount. (Complete this together) Click on the coin, hold down your mouse button and drag it into the box under the top. We'll keep doing this until we have enough coins to pay for the top.
8. You need to do the rest of the toys on your own. (Allow time for students to complete activity before moving on to the next set of directions.)
9. It's time for us to print. Click on the word File. Select the word Print.
10. Now click the blue print button.

EXTENSION: If you paid with four quarters how much change would you receive? Use your play money to help you find the answer, and then write it in the box.

EVALUATION: Teacher correction of printed document or other teacher created evaluation tool.