

Name: _____

Spin to Win!
Put a Dollar in the Pot. Holler That's A Lot!

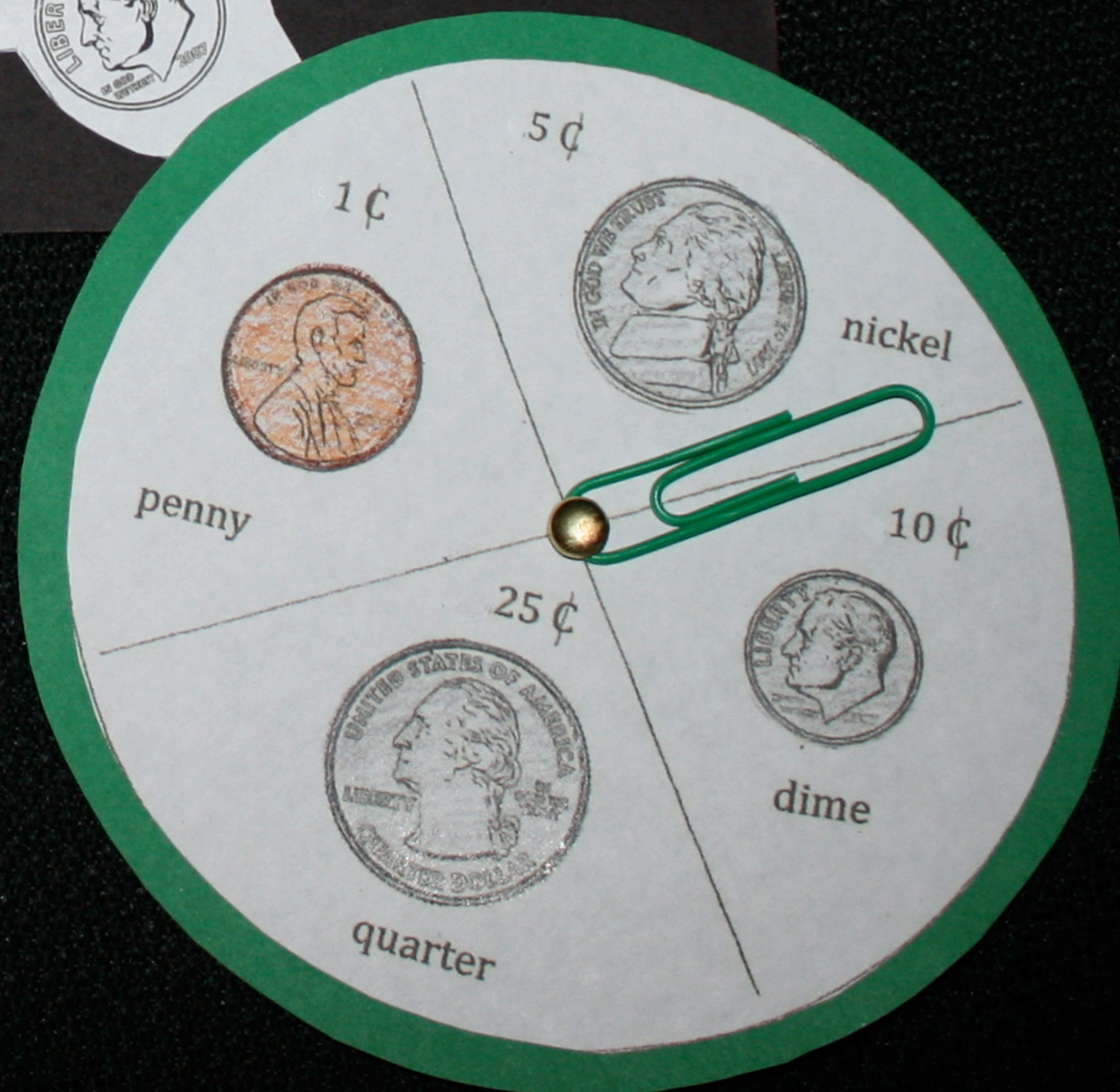
One:



Two:



Three:





Spin To Win!

Who Can Get To \$1.00 First?

- This game involves counting the value of coins so that they add up to \$1.00
- Choose a partner.
- There are several ways to get to \$1.00
- Decide which coin column you want to play.
- Spin the spinner and color the coin in your column.
- If you already have those coins colored, you lose your turn.
- Strategy counts. i.e. You can get to \$1.00 faster by counting just 4 quarter coins, but you might not spin a quarter right away.
- How lucky do you feel?
- Play 'til the timer rings.
- If someone has not reached \$1.00, the student who is closest to \$1.00 is the winner.
- You can also play that you can color in multiple columns and see which one you ultimately win with.
- So that teachers can use game boards every year, laminate the sheets and have students X-off coins with dry erase markers. If you have a class supply of plastic coins students could also use these manipulatives to cover the coins they have spun.
- Mount them on a black construction paper cauldron pot to make them sturdier or give students their own papers and have them color the coins the appropriate colors.
- To reinforce recognition, encourage students to name the coins and their values as they color them.
- When a student wins the game they can "holler" *"A dollar is in my pot and that's a lot!"*

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One:

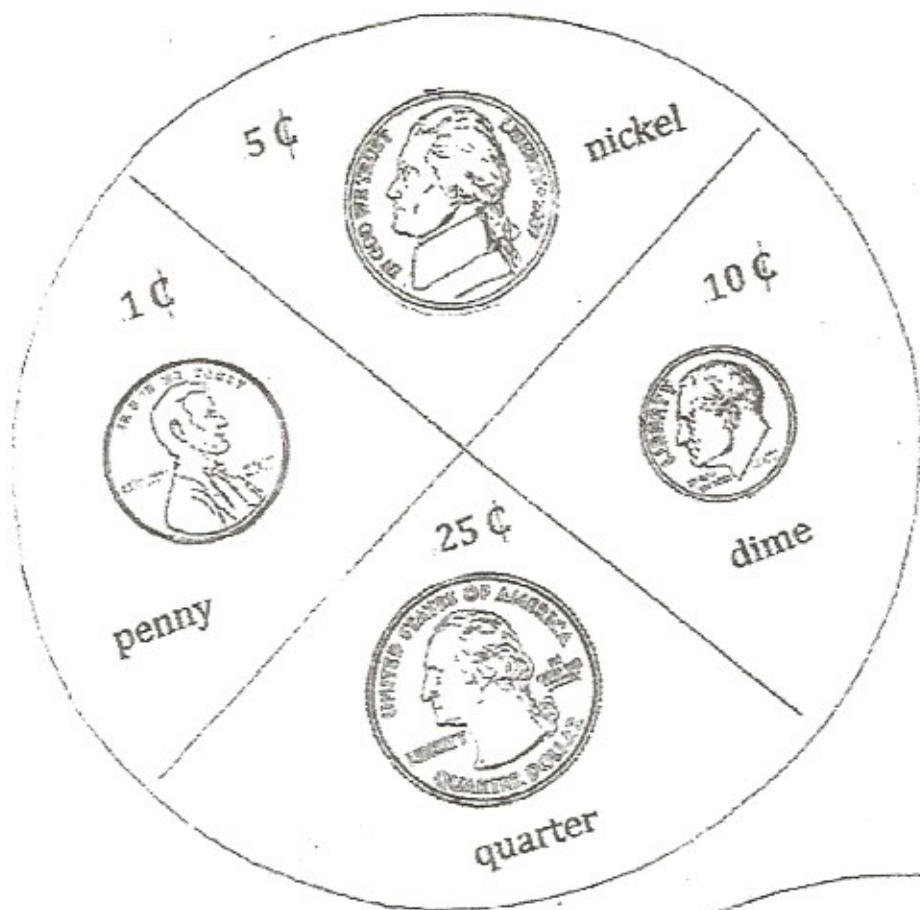


Two:

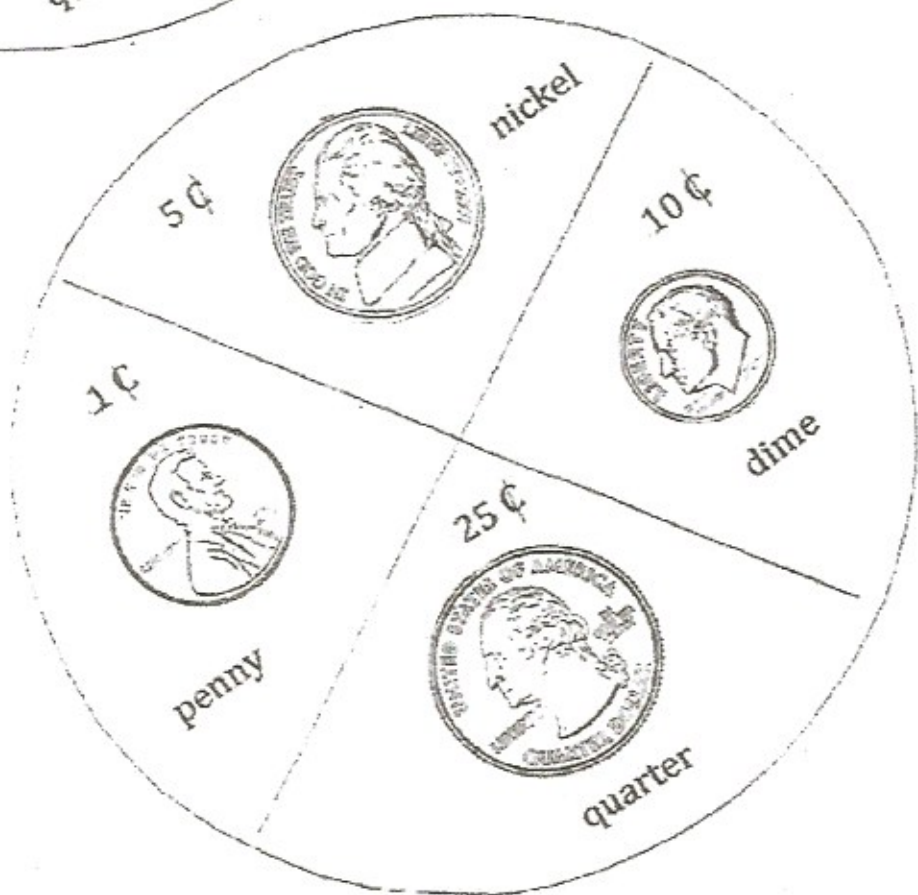


Three:





Run off
Laminate
Poke hole in
center
Insert brass
brad & paperclip
for spinner.





Congratulations

You did “cent” sational winning
the “***Dollar Holler***” Coin Game.
Keep up the wonderful work.

Teacher: _____ Date: _____



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Keep up the wonderful work.

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Congratulations

You did “cent” sational work
playing our **“Dollar Holler”** Coin Game.
Keep up the wonderful work.

Teacher: _____ Date: _____



Congratulations

You did “cent” sational work
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Keep up the wonderful work.

Teacher: _____ Date: _____