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Coin War [Grades 1-3]

Regents' Center for Early Developmental Education

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Notes for **Coin War**

Level: Grades 1-3

Recommended # of Players: 2

Materials: deck of *Coin War* cards

Math Skills: Money, counting on

The deck of Coin War Cards consists of the following 44 cards:

Pennies: 2 cards of each, 1-10 (total of 20 penny cards)

Nickels: 4 cards of one nickel each

Nickel and pennies: 4 card of each, one nickel and 1-5 pennies (20 total)

Mathematical benefits

This game is a variation of the card game *War* (also known as *Fight* or *High Card*) using coins rather than numbers. This allows students to use a model they are familiar with to practice counting on. Students are also able to connect to their real world experiences in using coins. The goal is for children to recognize that a nickel is worth 5 pennies, and become fluent in counting amounts up to 10 using nickels and pennies.

This game will help children who are just beginning to count *on* (as opposed to counting *up*). That is, when counting the amount of money on a card that has nickels on it, students may start counting at the nickel (5), and then continue counting the pennies (6,7,8,9,10).



Coin War



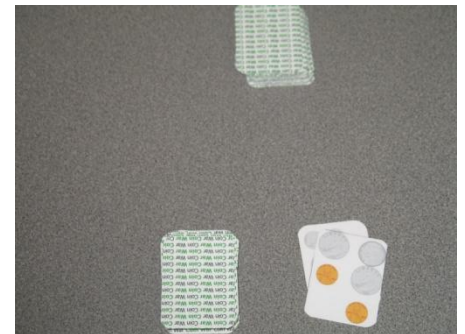
Materials: Deck of *Coin War* cards

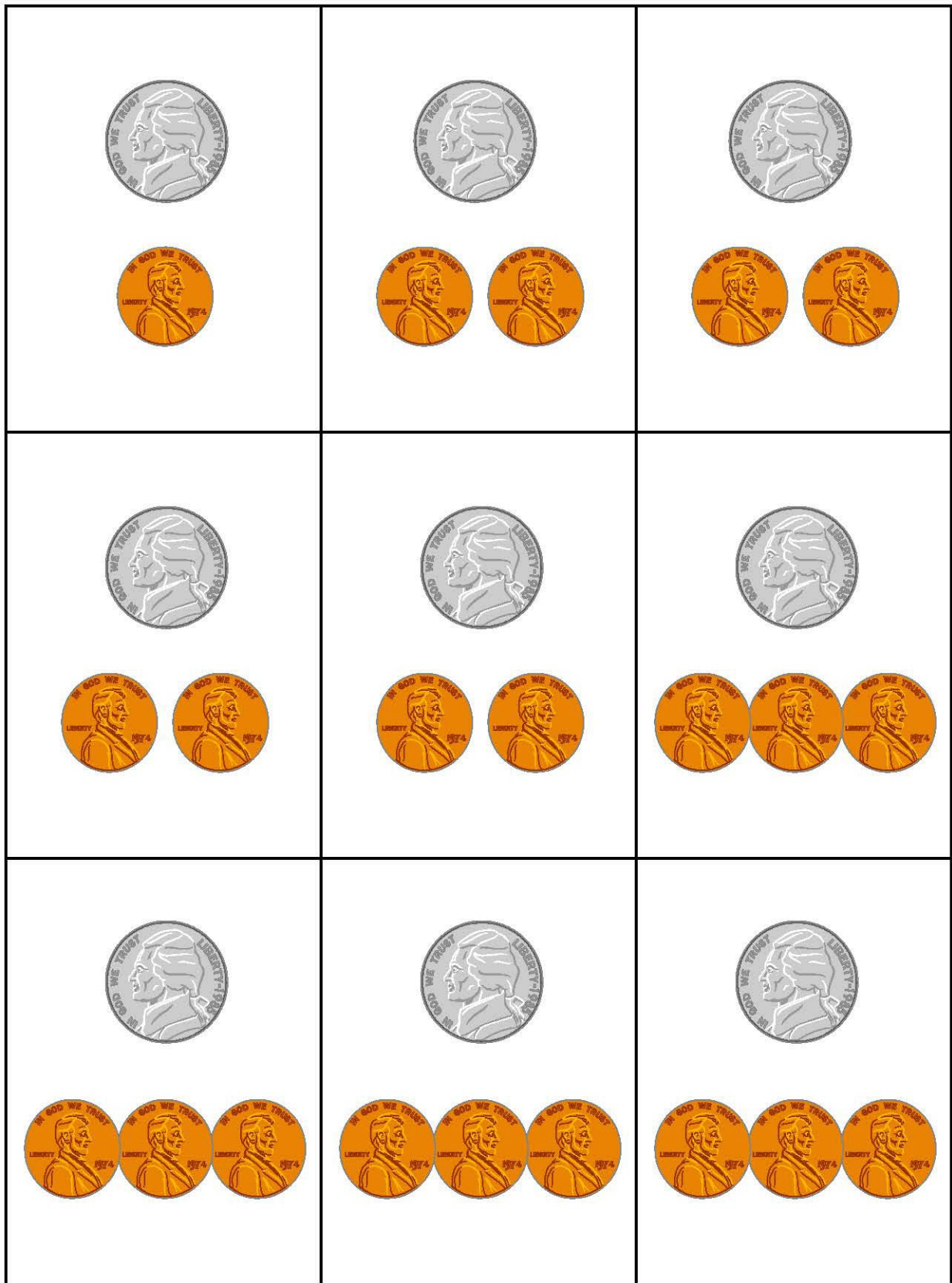
Number of players: 2

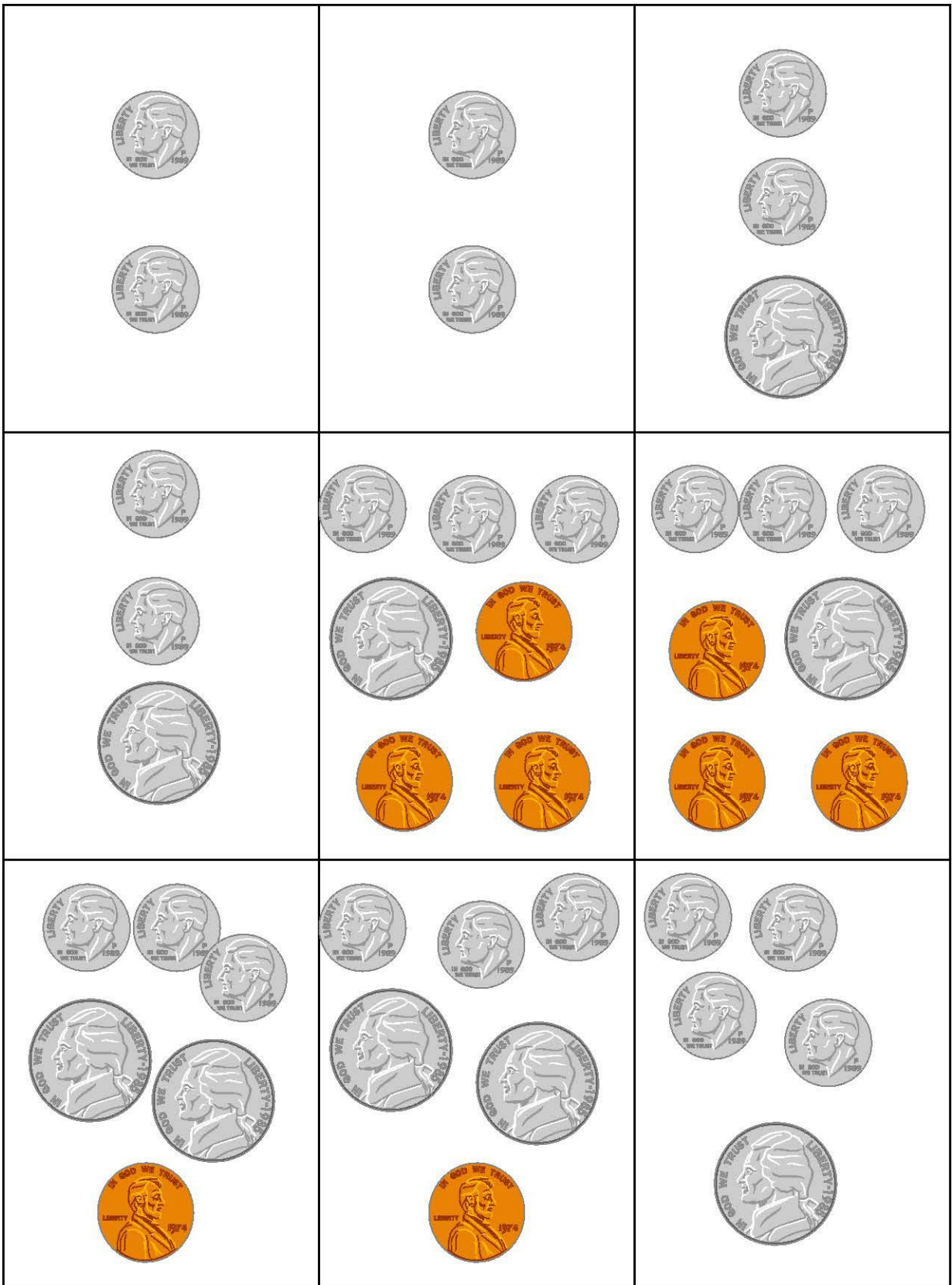
Objective: To be the person who captures the most cards.

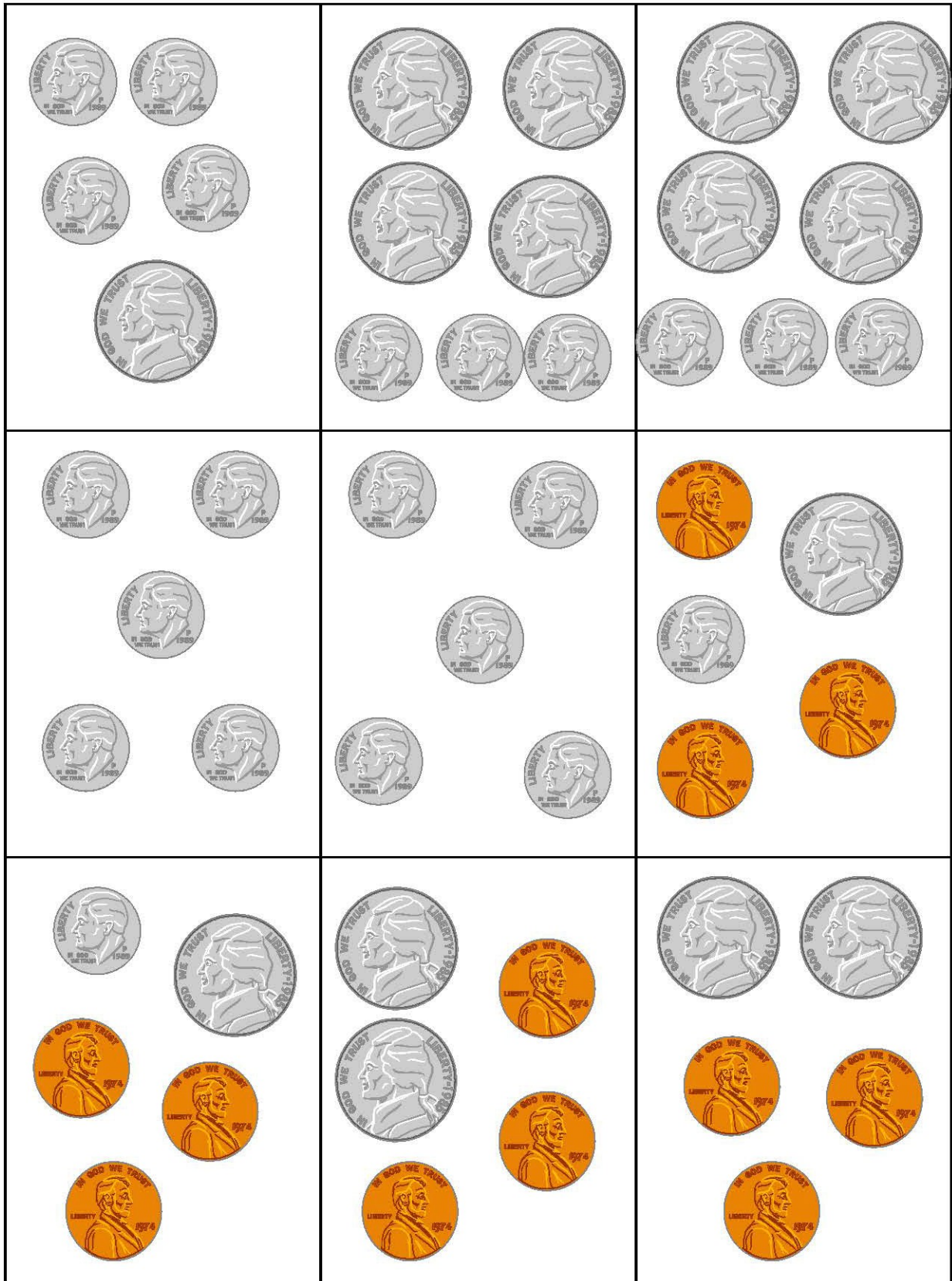
To play:

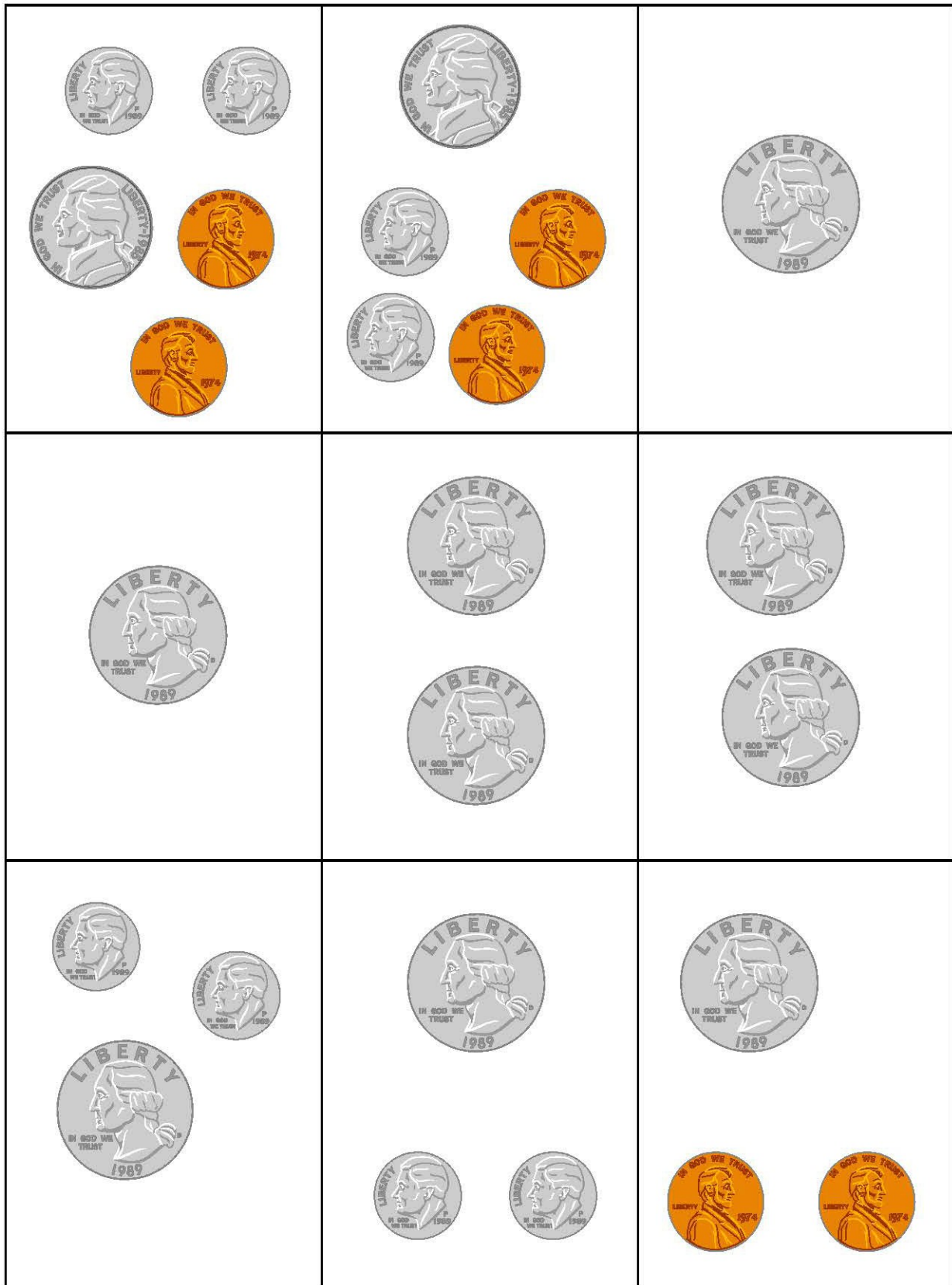
1. Players decide who will be the dealer. The dealer shuffles the cards and deals all the cards face down, so that each player has the same number of cards in a stack.
2. Players decide who will go first.
3. Without looking at their cards, players turn over the top card of their stack at the same time.
4. The person who has the largest amount of money showing takes both cards and sets them aside. Players do not use their captured cards to play.
5. If there is a tie, players turn their next card over at the same time, and the player with the largest amount of money showing takes all the cards. This continues until someone has a larger quantity.
6. The game ends when both players run out of cards.
7. The winner is the person who has captured the most cards.

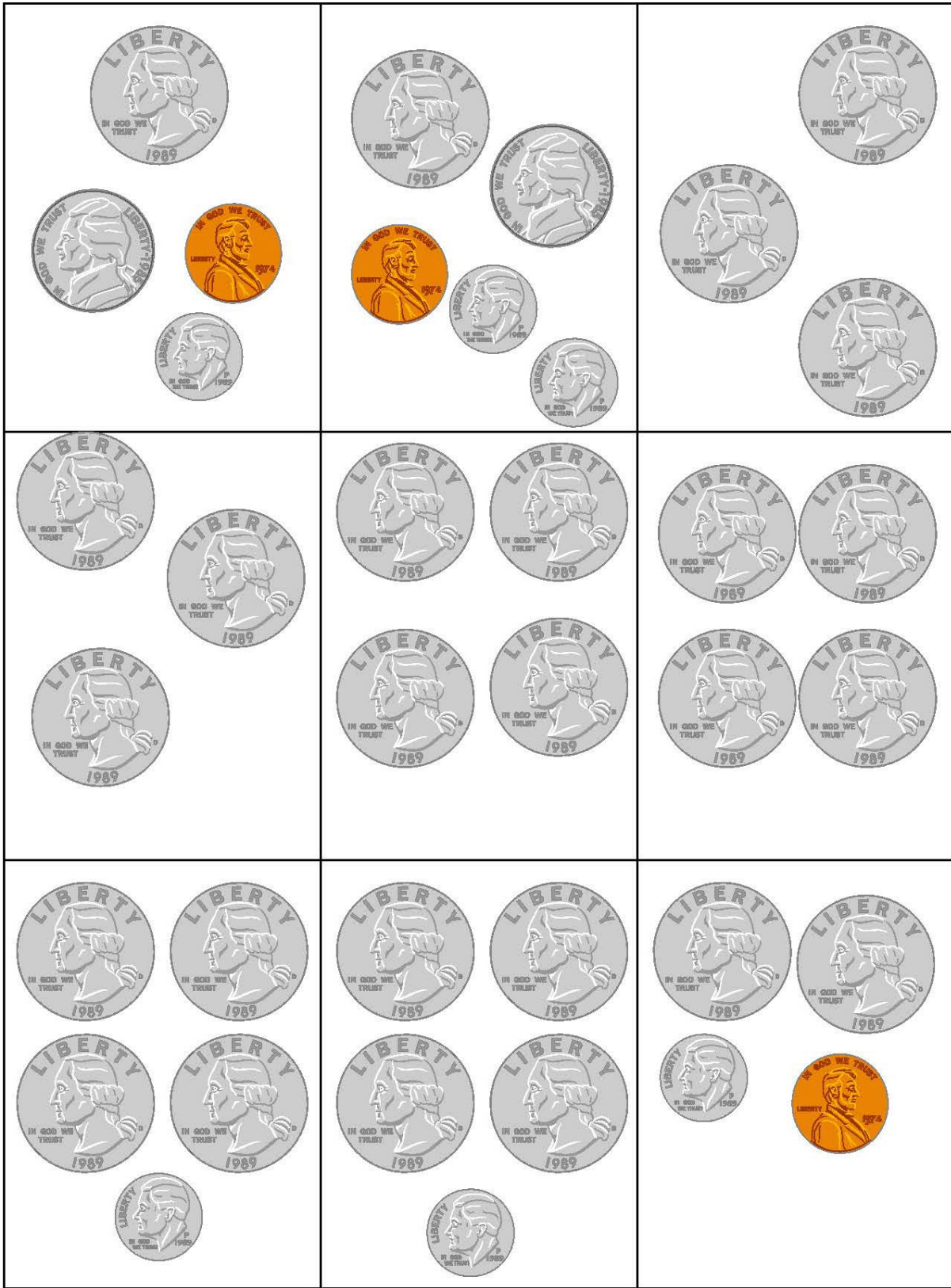


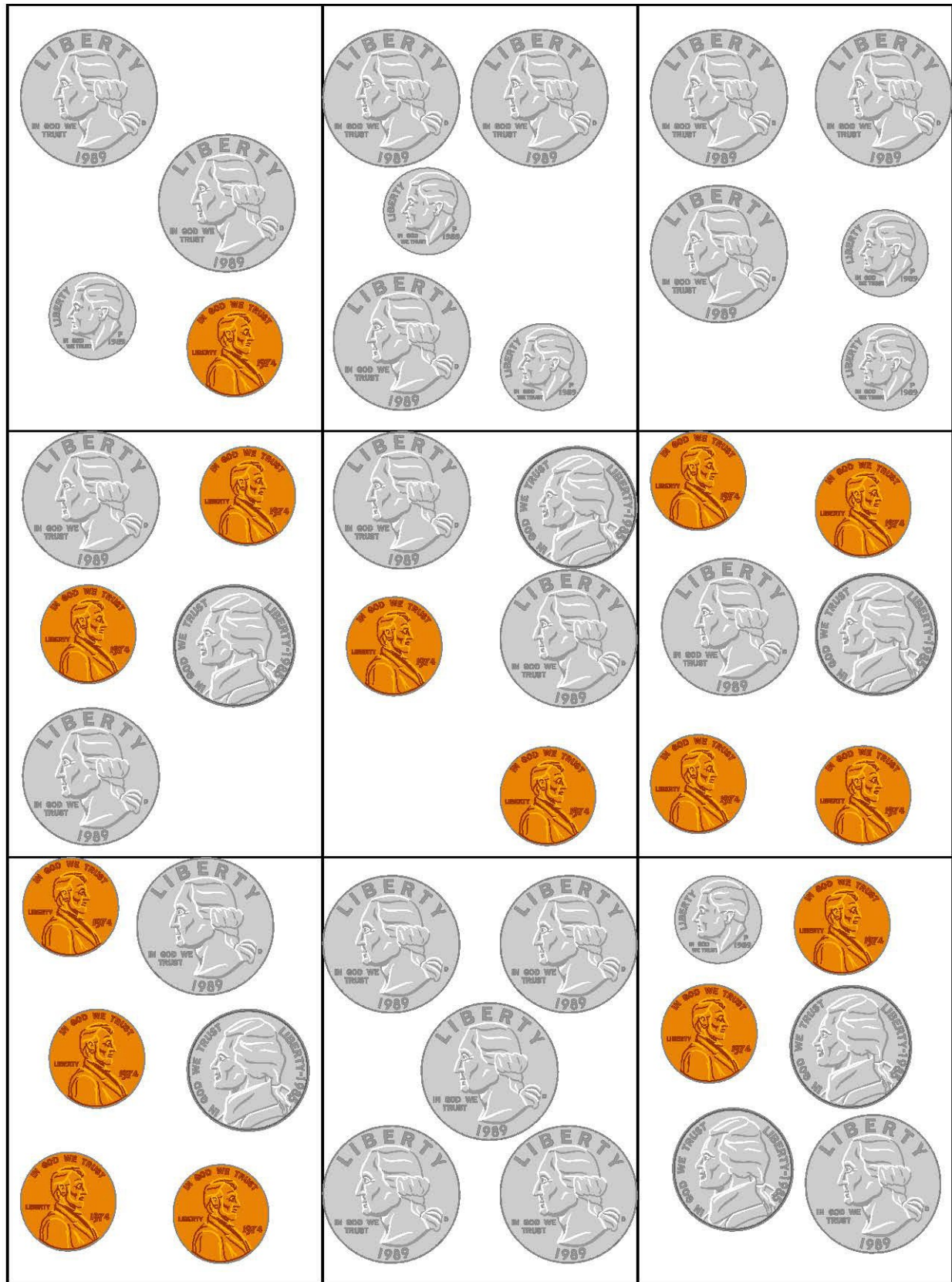


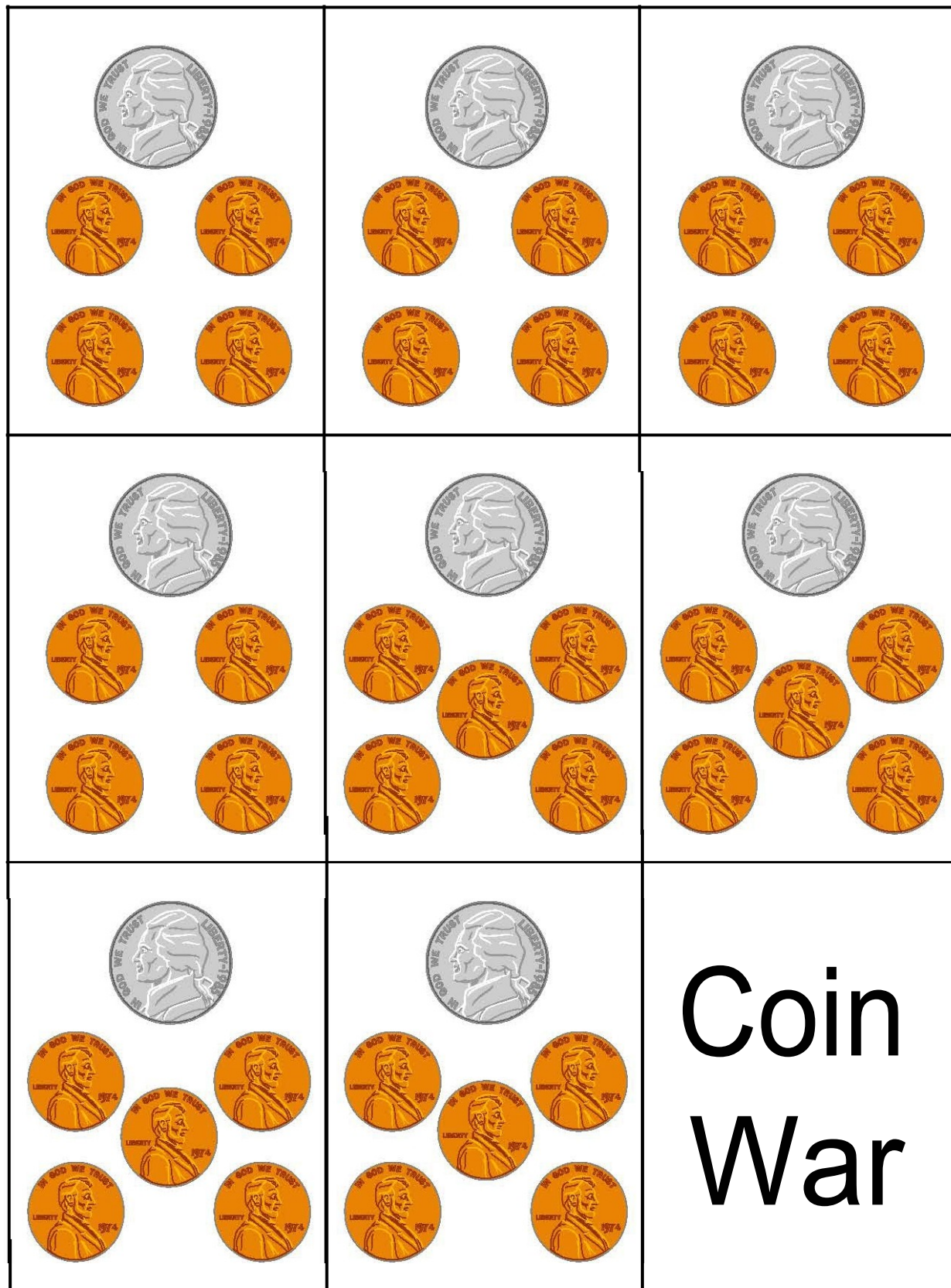












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