HOME ACTIVITY
Cyberchase: Coin Toss

What's The Point
Kids love anything with a little liftoff. Try launching a few coins, and see how easy it is to count by twos, fives, tens, and even twenty-fives.

This Activity Will Help Your Child
- Understand coin values
- Group, sort, and count
- Count by ones, fives, tens, and twenty-fives

Book Suggestions
- **HELP ME LEARN ADDITION**
  by Jean Marzollo
- **MALL MANIA (MATHSTART2)**
  by Stuart J. Murphy

Supplies
- Assorted coins (at least 10 of each)
- Plastic spoon
- String

How Do I Do It?

Setup and Practice
1. Sort your coins into piles of pennies, nickels, dimes, and quarters.
2. Create a 2-foot diameter circle with a piece of string. This will be your target.
3. Grab a plastic spoon (your coin launcher) and place a coin on the scooped end.
4. Hold the handle of the spoon in one hand. With the thumb of your other hand, gently pull down on the end with the coin and release.
5. Practice launching your coin into the air and landing it inside the circle.

Game Play and Points
1. Now you are ready to play. Start with your pennies, which are worth 1 point each.
2. Take turns launching pennies and adding your point values.
3. Next try some nickels. Count by fives as you successfully land each nickel inside the circle.
4. Continue the game with your dimes (counting by tens) and quarters (counting by twenty-fives).

Take It Further
Return to your pennies and try launching two at once. Now you can count by twos!

Try some more addition with multiple coins. Imagine that your circle is a cash register. Call out a price under one dollar, such as 55 cents. As a team, work together to “feed” the cash register the right value of coins.