

## USE DIFFERENT TYPES OF LOOSE COINS FOR.THIS ACTIVITY WHICH WILL HELP CHILDREN

 LEARN ABOUT COUNTING, COIN VALUES AND MUCH MORE!
##  <br> A game of both

 speed and accuracy.This game is a great way to improve coordination. Children five \&'up will have a blast with this fun money. stacking game! Begin by giving each child at least twenty-five pennies to play with. The goal is to stack as manyon top of each other in a pile as they can in one minute, with one hand behind their backs. At the end of the minute, whoever. has managed to make the tāllest stack (or whoever has managed to keep theirs standing) is the winner!

## THROW THE PENNY

> Also known as 'pitching pennies', this game is super fun for children of all ages to play! Everyone lines up an equal distance away from a wall and take turns throwing their coins against it, with the aim of the game being to get your coin as close to the wall as possible. After everyone has had their turn, whoever has managed to land their coin closest to the wall wins.

## THE LAST COIN

The aim of this game
is to NOT end up with the last coin on the table during your turn. How does it work?
You need at least 15 coins - and at least three people to play (aged five and over) to make this game really fun. Begin by laying out all of the coins on a flat surface. Each player, in turn, will then pick up either one, two, or three coins from the table (whichever they choose) - using strategic thinking and a little bit of math skill to try and make sure that they don't end up being the one with

## SLIDING COINS

This game just needs a table or a flat surface, and a few coins for each player. Begin by having one child seated at either end of the table, they then take turns using the palm of their hands to slide their coins across the table alternating turns with each coin slide. The aim of the game is to get their coins as close to the opposite edge of the table without having them slide off. The winner is whoever has the most coins
only a single coin left. The loser is
ultimately whoever is left with the last remaining coin on the playing surface at the start of their turn.

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