

# LESSON PLANS: ALBERTA

## Grade 4: Number Money

 45 MINS

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 Mathletics

### General Outcome:

- Develop number sense.

### Specific Outcomes:

- Represent and describe decimals (tenths and hundredths), concretely, pictorially and symbolically.
- Demonstrate an understanding of addition and subtraction of decimals (limited to hundredths) by:
  - using personal strategies to determine sums and differences
  - estimating sums and differences
  - using mental mathematics strategies to solve problems.

### Introduction to Lesson

 10 MINS

#### Teacher Background:

- Log in to your **Teacher Console > Demonstrations > Concept Search.**  
Type money into your **Search** bar. Other suggested words are: coins, cents, equivalent, and dollar. Review these words with students and add to your Math Word Wall or math journals.
- Play the Marian Small "Coin Count" video found in the **Teacher Console > eBooks > Grade 4 > Marian Small's Coin Count > Video.**  
Pause during the video to explain each monetary value. Pause at the end of the video and have students come up with as many answers as they can in their table groups. Use the Teacher Notes for questions to prompt students.



### ITEMS NEEDED

- ✓ Mathletics teacher login
- ✓ Interactive whiteboard
- ✓ Mathletics eBooks
- ✓ Marian Small's Coin Count eBook
- ✓ Die
- ✓ Coin manipulatives
- ✓ Sample of real coins



### ASSESSMENTS

- ✓ Participation and group work checklist



### ACCOMMODATIONS/ MODIFICATIONS

- ✓ Change monetary values to accommodate various learners.
- ✓ Use as centres for kinesthetic learners.
- ✓ Use ability groups and modify coin count problem to calculate change with easier or more difficult values



### EXTENSION OF LEARNING

- ✓ Mathletics eBook: Addition and Subtraction-Money worksheets
- ✓ Give students flyers from local grocery stores. Have students plan a meal (health) and determine how much that meal would cost. How many different ways could they pay for it?

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### The Lesson

 30 MINS

#### Coin Count Problem:

- Using the eBook Year 4: Marian Small's Coin Count. Display problem on interactive whiteboard. Sign into **Mathletics Teacher Console > Ebooks > Grade 4 > Coin Count Ebook > Interactive Coin Count Problem**.
- Use printable problem with cut and paste coins for students to follow along.
- Have students work in partners or groups to solve the problem in as many ways as they can.
- Try changing the problem and have students determine a new answer. In the Teacher Notes, the Extension of Learning section has a new problem solving question to use.

#### High Life Mathletics Problem Solving Game:

- Open "High Life" Mathletics problem solving game. Sign in to **Mathletics Teacher Console > Demonstrations > Problem Solving > Money > High Life**.
- Work through the Problem Solving activity together, calculating money and introducing change. Explain to students that when we pay for something we have to give a money of a certain value (many different ways to represent) and then we receive change in return. Ask students: What coins or bills could we use to make this change? What if we only had coins and no bills? Suppose you have 4 nickels, how many dimes would you need? How many quarters? What is this worth?



#### Calculate the Change:

- Use the Year 4 Mathletics eBook "Addition and Subtraction." From Problem Solving Game, click home in top left hand corner **Ebooks > Grade 4 > Addition and Subtraction**. Click on **Money Section > Page 40 and 41**. Print game sheets to give to students. Each partner/group will need two dice.
- Students roll the die and using the number they roll, they need to determine how much change would be given according to the problem. Winner has the most money at the end of the game.

### After the lesson

 5 MINS

#### Think, Pair, Share

- **Think** about how often we use money. When would we have to make change?
- **Pair** up with a person of the opposite sex.
- **Share** your real-life experience of using money.



For more information contact our friendly team...  
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