

# Math Focus: Money Magic



## Main Idea:

Students with diverse skills and challenges learn to identify, count, add, compare and use coins, using accessible, cooperative games and activities.

## Everybody Plays & Learns!

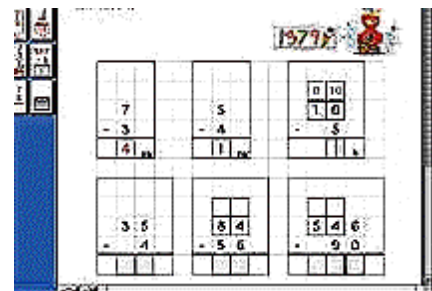
- **All-Turn-It Spinner:** Place different coins on the outer ring, and different coin values on the inner ring. Let students with different abilities play together, each working on a different skill:
  - hit a switch to spin the All-Turn-It
  - use a multimessage communicator to name each coin or its value
  - point to a coin that is the same
  - identify each coin
  - identify the value of each coin
  - compare the coin and the value
  - find the sum of the coin and the coin value
  - use a calculator to keep a running tally to reach \$5.00
  - keep a tally to make a probability graph



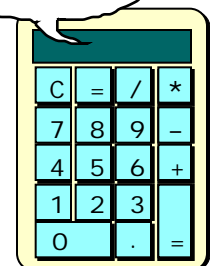
- **Easy Street Access with IntelliKeys:** Look for money and shopping software with speech, adjustable levels and record-keeping. Add an overlay, and students with physical disabilities can operate the software, too.

## Everybody Adds!

- **Math Pad or Access to Math Electronic Worksheets:** Students with visual and/or motor challenges can use Math Pad software with IntelliKeys, a mouse, Touch Window, keyboard or switch to work out math problems just as others do on pencil and paper.
- **Talking Calculators:** Calculators that talk help students with visual or learning disabilities use a calculator independently.



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## Everybody Talks & Leads!

- **Coin Bingo:** Use a sequential communicator or a multi-message communicator to tell the group what coins to cover in a game of "Coin Bingo."



- **Math Discussion:** Use a multi-message communicator to participate in class math discussions.

- **Poetry Presentation:** Any child can read Shel Silverstein's poem "Smart" to the whole class, using a mouse, IntelliKeys, TouchWindow or single switch.