




ADVENTURES IN COINS



RATIONALE FOR ADVENTURE

Coins are more than just money. In this adventure, Wolves will learn how to spot the various markings on a coin and identify the meanings. Through games and experiments, they will learn how to determine the value of a coin.

TAKEAWAYS FOR CUB SCOUTS

- Following directions
- Practicing mathematical skills
- Learning how to estimate weight
- A Scout is trustworthy. 

ADVENTURE REQUIREMENTS

Wolf Handbook, page 106

Complete requirements 1–4. Requirements 5–7 are optional.

1. Identify different parts of a coin.
2. Find the mint mark on a coin. Identify the mint where the coin was made and the year it was made.
3. Choose a coin that interests you, and make a coin rubbing. List information next to the coin detailing the pictures on it, the year it was made, and the mint where it was made.
4. Play a game or create a game board with your den or family where you can practice adding and subtracting coins.
5. Play a coin game.
6. Create a balance scale.
7. Do a coin-weight investigation.

NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. These den meeting plans, when followed as written, meet the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

This adventure does not include a den outing. If desired, an outing to a bank or location featuring coins could be arranged. If an outing is added, the leader will need to make arrangements with the outing location in advance and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

See the appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Commemorative state quarters—several for each Scout (Gathering)
- Coins of various denominations (cents, nickels, dimes, quarters, half dollars, and dollar coins)
- Coin identification charts on poster board or in the *Wolf Handbook*
- Visit www.usmint.gov/kids/teachers/coinCurricula/ for large pictures you can print out of individual coin types. Then cut one or more of the pictures into different parts that the Scouts can reassemble like a puzzle in Activity 1.
- Cut out a large cardboard circle so the Scouts can paste the pieces of the puzzle on both sides. When it's complete, they will have a big cardboard coin.
- Paste or glue
- Cups, bowls, or pie tins for the coin game (Requirement 5)

GATHERING

Give each Scout several commemorative state quarters representing different states. Then try to see how many matching pairs each Scout can find by exchanging one for another.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Optional opening: Hold up a quarter so everyone can see George Washington's head. Make the following points:

George Washington's writings show he was sensitive about his lack of advanced education. He compensated by being an observant student of other people's behavior. Washington's experiences on the frontier and in the army helped develop his confidence.

Young Washington read and copied important ideas from a book called The Rules of Civility. This book was a guide to how to be respectful of others and to be a gentleman. This combination etiquette manual and moral code taught young George how to work with others. By strictly following its advice, young Washington molded his character. The Scout Law gives us a set of values as well. In honor of President Washington, let's recite the 12 points of the Scout Law. I think that he would have found much in these ideas to use to mold his life as well.

TALK TIME

- Introduce the Adventures in Coins adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Discuss the reasons people carry money and why it is important to have not only paper money but also coins.

ACTIVITIES

◆ Activity 1: Elements of a Coin (Requirement 1)

- Hand a coin to every Scout—preferably a different denomination for each person. Give everyone two or three minutes to examine their coins and see how many different markings they can find (edge texture, inscriptions, raised surfaces, etc.). (See Meeting 1 Resources.)
- As a group, discuss the similarities and differences in the coins. Using the charts you prepared or the *Wolf Handbook*, help them identify the various parts of a coin.
- Then give them the cardboard circle and the different coin parts you printed out so they can put together a coin puzzle by sticking the pieces in place.

◆ Activity 2: Mint Markings (Requirement 2)

- Give Cub Scouts a coin different from the one they had in Activity 1. Going around the group, have them read aloud the year on each coin and the mint mark, if there is one.
- Then talk about the different coin mints across the country that are signified by the marks (e.g., P—Philadelphia, D—Denver, S—San Francisco, W—West Point).

◆ Activity 3: Coin Game (Requirement 5)

Have the Scouts play a coin game. This may be any game of your choice that uses coins; here are a couple of options.

- **Coin Basketball.** Sit down at a table with a large coin—a quarter or half dollar. Place a cup about 2 or 3 feet in front of you. Hold the coin upright on its rim between one finger and thumb. Try tossing the coin into the cup, and maybe attempt some “bank shots”: bouncing the coin off the table so that it lands in the cup. Just like in basketball, a player scores two points every time the coin makes it into the cup.
- **Coin Kick.** Give Scouts each a coin to place on the top of their shoe. They then raise one foot and “kick” the coin into a cup, bowl, or pie tin.

CLOSING

- Gather all the Scouts together and tell them: *A Scout is trustworthy. I am proud of the way you all acted today. I trusted you when I handed out my coins for the activities, and you showed your honesty by helping me gather up all the coins at the end. Thank you. Sometimes people do things that they shouldn't do, and it can be tempting to tell a lie to cover it up. But that is not honest. It's better to live the Scout Law and always be trustworthy. Nobody expects perfection, and we are all here to learn and grow. If we do make mistakes, we should always do our best the next time to make a better choice.*
- If time permits, discuss ideas for what type of counting game the Scouts would like to play at the next meeting or with their families. It should involve adding and subtracting coins. If they wish to create a game, assign Scouts to collect the needed materials.

AFTER THE MEETING

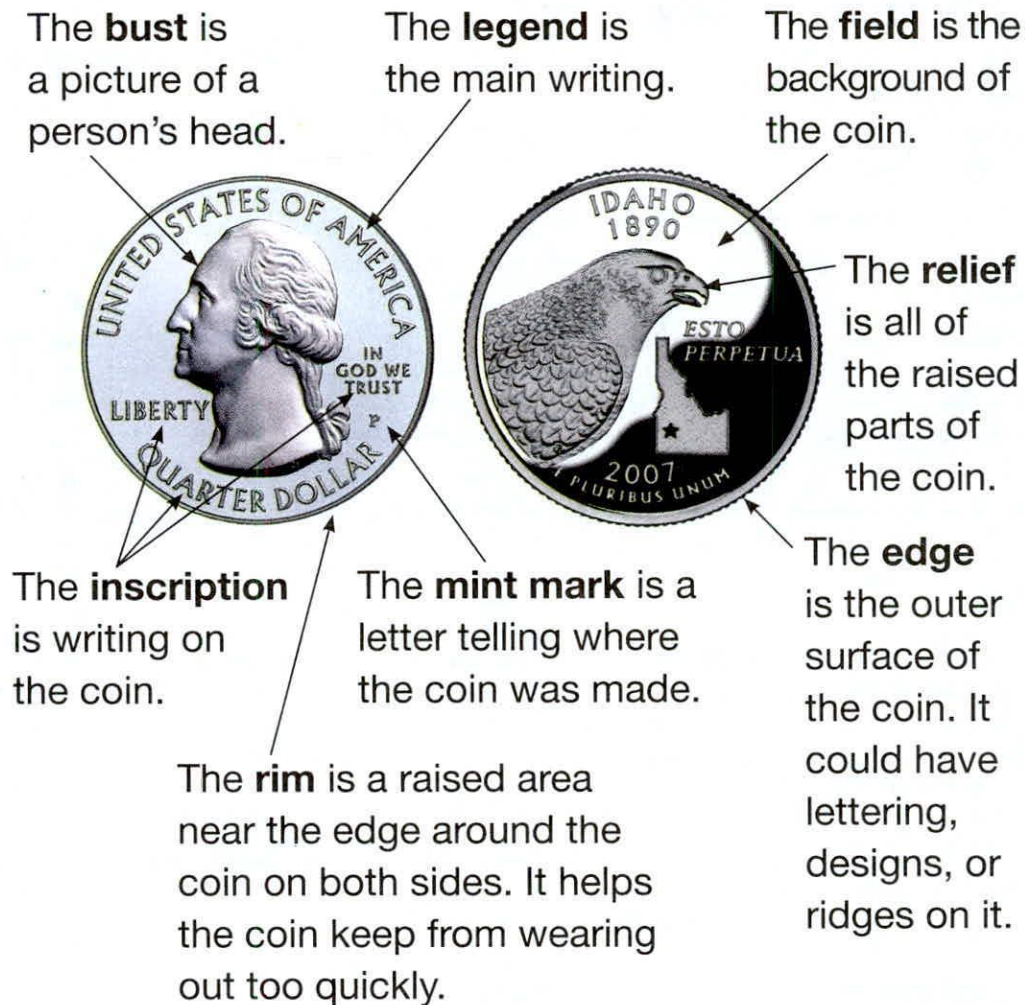
- Serve refreshments, if desired.
- Record completion of requirements 1, 2, and 5.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES

ACTIVITIES

Activity 1: Elements of a Coin

You can find information and graphics showing the elements of a coin at the following websites: coins.about.com/od/coinsglossary/ss/coinanatomy.htm and www.usmint.gov/kids/teachers/.



MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items for coin rubbing (Activity 1)
 - One coin of each denomination
 - Paper and colored pencils
- Board for creating a counting game as a den, if Scouts choose that option, OR items for the “Change Mixer” counting game (Activity 2, see Meeting 2 Resources)
- Pennies and a pie tin or a flying disc for the “Coin Kick” game (Gathering)

GATHERING: COIN KICK

Give Scouts a penny each as they arrive, and have them place the coin on the top of their shoe. Then see if they can “kick” it into the pie tin or an upside-down flying disc.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Continue the discussion on trustworthiness from the last meeting and have Scouts explore the difference between borrowing and stealing:
 - Borrowing: You have permission to use an item and you return it.
 - Stealing: You do not have permission and don’t return the item.

ACTIVITIES

◆ Activity 1: Coin Rubbing (Requirement 3)

- Hand every Scout a sheet of paper (or have Scouts use the Coin Rubbings page in the *Wolf Handbook* for this activity), one coin, and one pencil—giving each Scout a different coin and color.
- Each member of the den makes a rubbing of a coin—front and back, using the directions in the *Wolf Handbook*—and then passes the coin and pencil to someone else until everyone has made rubbings of the whole set.
- Under the rubbings, have everyone list the markings they found: images on the coin, year, and mint mark.

◆ Activity 2: Counting Game (Requirement 4)

Have the Scouts create or play a game that will help them practice adding and subtracting coins (see Meeting 2 Resources for two suggestions). They can design a game with guidance from you or play one with established rules such as “Change Mixer.”

CLOSING

- Gather everyone in a circle, and have Scouts each share their favorite activity from the meeting.
- Close with a grand howl.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 4 and 5.
- Work together to clean up the meeting place.

MEETING 2 RESOURCES

ACTIVITIES

Activity 2: Counting Game

Change Mixer

Materials: Four sheets of paper displaying the numbers 1 through 4; four sports or traffic cones labeled “pennies,” “nickels,” “dimes,” and “quarters”; coins of those denominations, one coin per Scout; music (upbeat)

Instructions:

- Give each player one coin.
- Have players begin by standing next to the cone labeled with their coin name.
- Start the music and tell players to move around the room in a particular motion (skipping, sliding, running, jogging, or jumping), but keep things slow and safe.
- Stop the music and hold up one of the numbers. Players then gather into groups of that number, and each group counts the total value of their coins.
- Have the groups share their totals. The group with the lowest sum drops out of the game, and the rounds continue until only one group remains.
- Then start the game again with players moving in a different motion.

Going to the Bank

Materials: Dice; playing pieces, one per Scout (e.g., multicolored buttons or paper clips); one circular or square board with spaces marked with “plus” or “minus” signs; index cards with instructions for “plus” spaces (e.g., “You cleaned three rooms in your house and received a quarter for each room. How much were you paid?”) or “minus” spaces (e.g., “You received a dollar for your birthday and bought 35 cents’ worth of candy at the store. How much do you have left?”)

Instructions:

- Each Scout, in turn, rolls the dice and moves that number of spaces with a playing piece.
- The Scout lands on a space, answers the question associated with it, then receives the balance in coins from the “banker” (the den chief or an adult leader). As the game continues, players can also exchange coins with the banker—for example, trading in two nickels for a dime.
- When the game is finished, the Scouts count their change to see who collected the largest amount. Then everyone deposits their money back into the bank.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for coin weight guessing game: small bags; a large number of coins in various denominations (Gathering)
- Materials for making balance scales: four paper cups of equal size and weight; two 10-gallon paint sticks; two binder clips; two pencils; two heavy books; string; masking tape (Activity 1)

GATHERING

Before the meeting, fill several pairs of small bags with coins that total the same amount but in different denominations. For example, put 20 dimes in one bag and put eight quarters in another bag. Give each Scout a pair of bags each as they arrive and ask them to hold one in each hand and estimate which bag contains the most money. Make a note of what each Scout estimates.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Review the estimates in the Gathering game, and then reveal that the value was actually the same in each pair of bags, even if one bag weighed more than the other.

ACTIVITIES

◆ Activity 1: Building a Balance Scale (Requirement 6)



- Divide Wolf Scouts into two groups and have each build a balance scale from these directions:
 - Poke holes in the rims of two cups and run string through the holes so the cups can hang like buckets from opposite ends of a 10-gallon paint stick. Attach the string ends to the stick with masking tape to keep the cups from falling off when the stick tilts.
 - Attach a binder clip to the middle of the stick and dangle it from your fingers, working the clip back and forth sideways until the stick hangs level.
 - Insert a pencil through the binder clip and secure one end of the pencil to a table top by laying a heavy book on top of it.

◆ Activity 2: Weight Comparison (Requirement 7)

Now the Scouts can use their balance scales to weigh various arrangements of coins. Have them begin with one coin in each denomination. Then give them groups of coins so they can compare four nickels to the weight of two dimes, etc.

The most important relationships will come from coins made of the same substance. Five dimes, for example, will have the same weight as two quarters. Two quarters will have the same weight as a single half-dollar coin. These relationships are based on the history of these coins being made of precious materials. The five-cent coin, made of nickel, is larger than the dime because the metal it is made from is worth less than the metal used to manufacture a dime.

CLOSING

Recite the Scout Law and ask the Scouts which values they think were used in the den meeting.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 6 and 7.
- Work together to clean up the meeting place.

Upon completion of the Adventures in Coins adventure, your Wolves will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.

