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THE COIN BUREAU

The Case of Shortchange Sam

Special Agent: Penelope

A villain called **Shortchange Sam** is cheating the town. Learn every coin, count any pile — and take him down.

PART 1

Meet the Coins

Four suspects. Learn their faces.

LEARN

smallest value

smooth edge

smallest coin!

biggest coin

These coins are printed **exactly real size** — lay real coins on top and check! First Bureau secret: **size does not tell you value.** The dime is the smallest coin of all, but it beats the bigger penny and nickel.

Second clue: run your finger around a real coin's edge. Pennies and nickels are **smooth**. Dimes and quarters have tiny ridges (that's why their edges are drawn dashed).

1 Write each coin's value in the box.

☐ ¢

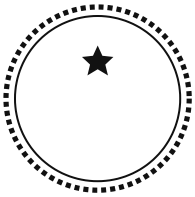
☐ ¢

☐ ¢

☐ ¢

2 A nickel is bigger than a dime. Which one is worth more? _____

3 Sam filed the names off these coins! Use **size** and **edges** to identify each one. (The two smooth ones: the bigger is the nickel.)



_____

_____

_____

_____

penny · nickel · dime · quarter

finished? color the star! ☆

PART 2

Counting One Kind of Coin

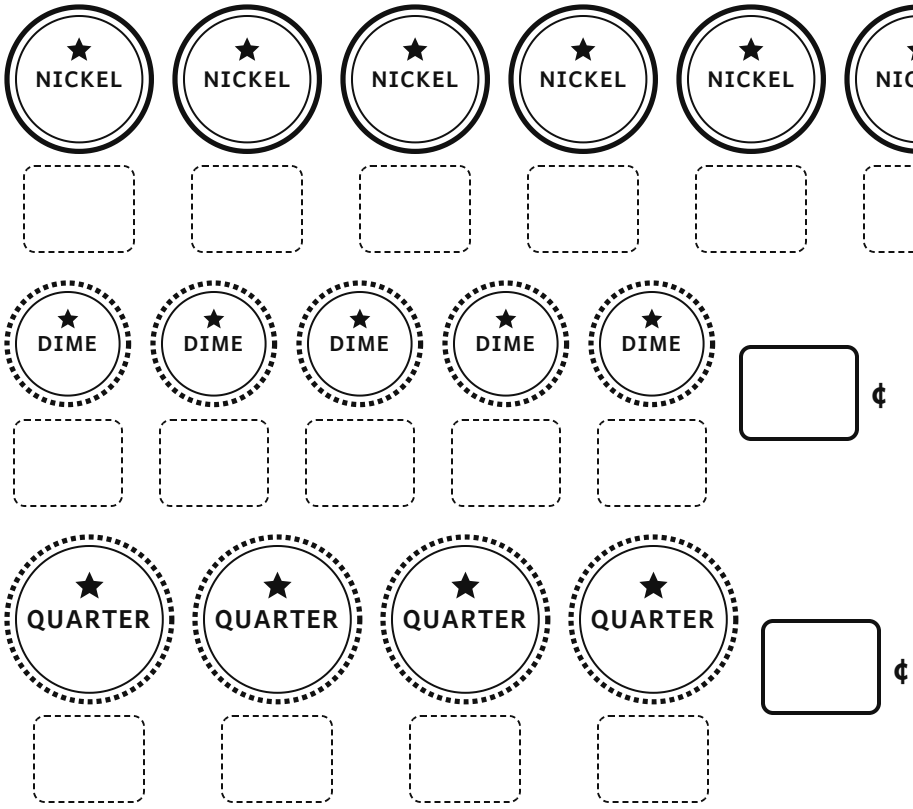
Every coin is a skip-count in disguise.

LEARN

Counting a pile of the **same** coin is just skip-counting: pennies count by **1s**, nickels by **5s**, dimes by **10s**, quarters by **25s**.

Quarters go **25, 50, 75, 100** — learn that little song and quarters become easy.

1 Count each pile. Write the running count under each coin, then the total.



2 Now count ON — start at the first number and keep going:

Start at **25¢** and add 3 dimes: **25,** _____, _____, _____

Start at **50¢** and add 2 nickels: **50,** _____, _____

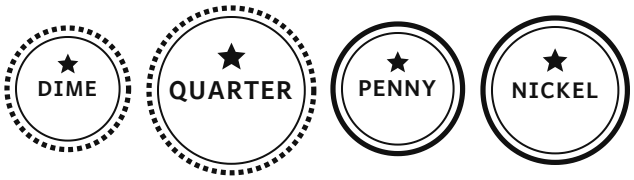
finished? color the star! ☆

PART 3

The Biggest-First Trick

Mixed piles need a detective's method.

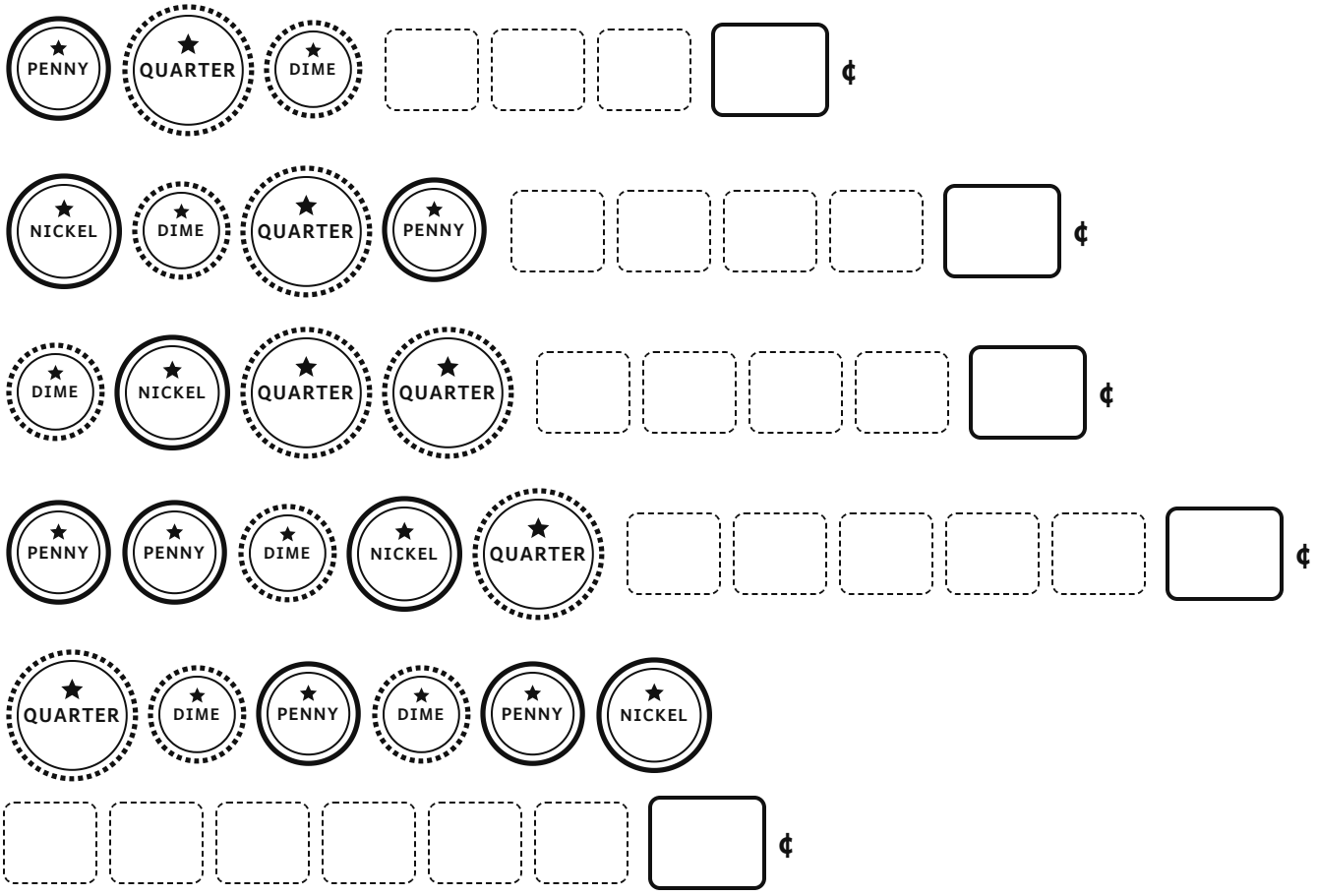
THE METHOD



Mixed coins are tricky if you count them in any old order. The trick: **find the biggest value first**, then count down to the smallest.

Here: quarter first (**25**), then the dime (**35**), then the nickel (**40**), then the penny (**41**). Total: **41¢**.

1 Count each pile **biggest value first**. Use the dashed boxes for your running count.



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PART 4

More Coins or More Money?

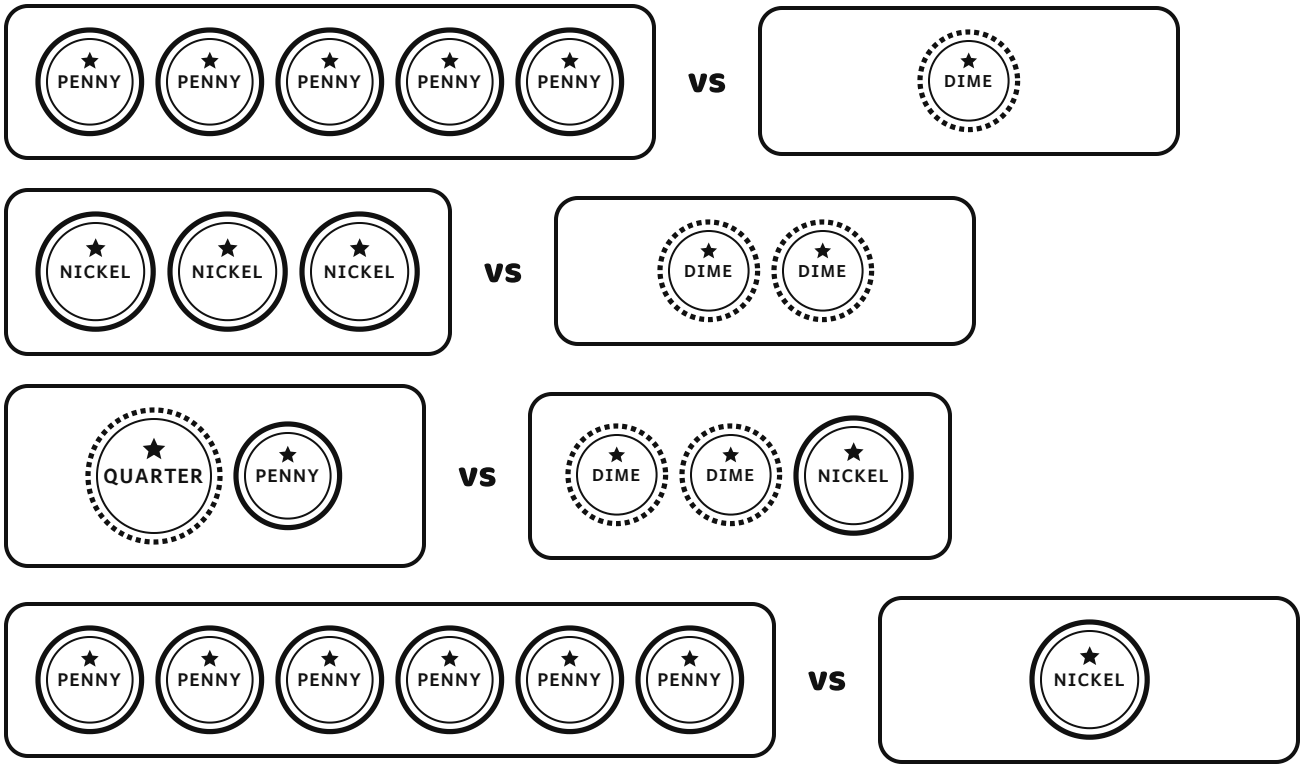
Shortchange Sam's favorite trick.

THE VILLAIN

Meet **Shortchange Sam**. His favorite trade: "Your one dime for my **five whole pennies** — five coins for one! Such a deal!"

Count it: five pennies make 5¢. One dime is 10¢. Sam is trying to take your money. **More coins does not mean more money** — the only way to know is to count the values.

1 Sam dealt these piles. Circle the pile in each round that is worth **more**. Count both piles every time — Sam hides traps!



finished? color the star! ☆

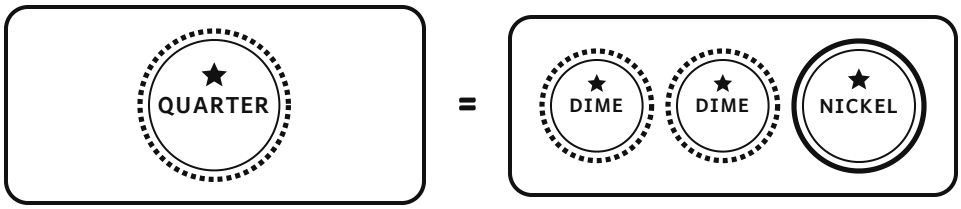
PART 5

Same Money, Different Coins

One amount, many disguises.

LEARN

Money wears disguises. A quarter and a pile of two dimes + one nickel look totally different — but count them: both are exactly **25¢**.



A true agent recognizes an amount in ***any*** disguise.

1 Circle coins that make exactly **30¢**. (There may be coins left over!)

2 Draw your own way to make **20¢**. Draw circles and write the value inside each one, like (10)

draw your coins here...

3 Sam's trickiest offer yet: "I'll trade you my 25¢ pile for your 25¢ pile!" Who wins the trade? _____

finished? color the star! ☆

PART 6

The Dollar

One hundred cents, one famous symbol.

LEARN

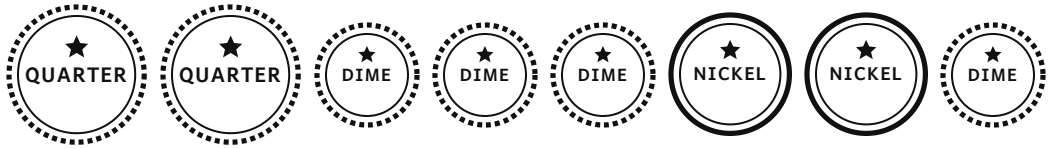
100 cents make 1 dollar. When an amount reaches 100¢, it earns a new name and a new symbol: **$1.00**, said "one dollar." The **¢** sign is for little cents; the **$** sign is for whole dollars.

Quarters build a dollar in four steps: **25, 50, 75, 100!** How many dimes or nickels it takes... that's YOUR case to crack below.

1 Crack the dollar recipes (skip-count in your head to check!):

_____ quarters make a dollar. _____ dimes make a dollar. _____ nickels make a dollar.

2 Agent Penelope found this pile under the couch. Is it exactly one dollar? Count biggest-first — use the boxes to prove it!



¢

Is it a dollar?
YES / NO
(circle one)

3 Write it both ways: 100¢ =

$_____

4 A sticker costs 8¢. Is that the same as $8?
YES / NO (circle one)

finished? color the star! ☆

PART 7

Making Change

The Bureau's magic trick: counting UP.

THE METHOD

You buy a 17¢ sticker and pay with two dimes (20¢). How much change comes back?

Don't count down — **count UP from the price to what you paid**, like climbing stairs: **17… 18, 19, 20.** You climbed **3 steps**, so your change is **3¢**.

Rule: the price is where you STAND — start counting on the **next** number. Cashiers do it exactly this way; say it out loud while you work!

1 Count UP from the price (it's printed in the solid box — start on the NEXT number!). Write your climbing numbers in the dashed boxes, then the change. You won't need every box.

price: 17¢	you pay: **20¢**	**17**							change:		¢
price: 46¢	you pay: **50¢**	**46**							change:		¢
price: 72¢	you pay: **75¢**	**72**							change:		¢
price: 94¢	you pay: **100¢**	**94**							change:		¢

TALL STAIRS

Big change? Climb in **jumps of 5 and 10**! Price 35¢, you pay 50¢: **35… 40, 45, 50** — three 5¢ jumps = **15¢** change.

2 Try tall stairs yourself — price **35¢**, you pay **50¢**:

35				change:		¢

3 You're the cashier! The last customer's change was **6¢**. Which TWO coins do you hand back? _____

finished? color the star! ☆

PART 8

Sam's Swap Shop

Sam opened a shop?! Final mission: shop there and don't get cheated.

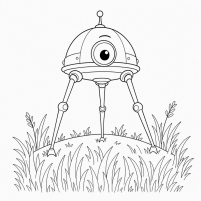
sticker	marble	skate wheel	space rock
8¢	15¢	45¢	62¢

SAM'S SWAP SHOP — "ALMOST FAIR PRICES"

1 Penelope brings these coins. Count them — biggest first, Sam is watching! Can she afford the skate wheel?

Total: ____ ¢ Can she buy it? YES / NO (circle one)

2 The Martian scout wants a sticker AND a marble. Adding two prices is just adding the numbers: 8¢ + 15¢ = _____



3 How much MORE is the space rock than the skate wheel? Tall stairs from 45 — use the boxes!

45					more:		¢

4 Sam's last stand: "40¢ takes at least SIX coins!" Prove him wrong — what is the **fewest** number of coins that makes exactly 40¢? _____

CASE CLOSED: an agent who counts can never be short-changed. Nice work, Agent Penelope.

finished? color the star! ☆