

# Coin Bankers - *Partners Produce Problems*

## Online Version



### Purpose

To work together and serve as many bank customers as possible in two minutes in practicing working with coins.

### Requirements

- **Time:** 35-45 minutes per match
- **Number of Players:** 3 or more
- **Age range:** 1st grade and up - dependent on problems
- **Space:** Space for partners to work together (table or online webcam)
- **Equipment:** Each banker needs an online device with access to shared documents and coins (optional - can be helpful for younger players)
- **Prerequisites:** None

### How to Play

1. Divide the group into pairs.
2. Each player will open a document, write today's date and their name at the top. Players write their partner's name under their name.
3. Players will share their document with their partner.
4. Players are the bankers at Coins-Only Bank.
5. Their job is to serve as many customers as possible in two minutes.
6. Customers are in a long line waiting to withdraw their money.
  - a. Every customer wants to withdraw a different amount of money.
7. Bankers only have pennies, nickels, dimes, and quarters to give your customers.
8. Another banker (your partner) must check that you give the right amount of money.
9. Game Step 1:
  - a. Banker A imagines a scenario with the amount of money customer 1 wants to withdraw and tells Banker B the amount for customer 1.
  - b. Banker B imagines a scenario with the amount of money customer 2 wants to withdraw and tells Banker A the amount for customer 2.
10. Game Step 2:
  - a. Banker B writes 3 different combinations of coins to give customer 1.
  - b. Banker A writes 3 different combinations of coins to give customer 2.
11. Game Step 3:
  - a. Banker B writes 3 equations to check A's payments to customer 2.
  - b. Banker A writes 3 equations to check B's payments to customer 1.

# Coin Bankers - Partners Produce Problems

## Online Version



### Rules

1. Each partner makes up scenarios for the other partner to solve.
2. Each scenario must be different and each combination of coins must be different.
3. Partners can talk together, but each partner must do his or her own work.
4. The teacher defines the type of scenario that partners will create.

### Scoring

- Score 1 point for each pair of correct answers written by different partners.
- If one partner answers 3 problems correctly and the other partner answers 1 problem correctly, the score for both partners is 1 point.

### Debrief Questions

The purpose of debriefing is to develop strategies that will improve your performance and to recognize how these lessons apply to everyday life. To facilitate a successful debrief, facilitators must observe participants and ask engaging questions that spark important conversations. If we don't debrief, we don't learn!

What happened?		
What did you see/hear? What was the score?	What worked? What didn't work?	How did people feel? What issue(s) came up?
So what?		
What did we learn?	How does this experience relate to other experiences?	Why are we doing this? How is it relevant to us?
Now what?		
How could we improve our score in this activity?	How can we work together better?	How could we apply lessons learned elsewhere?

### Digging Deeper

- Did anyone feel reluctant to share strategies?
  - o Why? Are you still in a win-lose mindset?
  - o If we are trying to improve collective achievement, who are you benefitting when you withhold strategies from other teams?