

# Candy Shoppe

## Summary

Students will solve word problems using money to go to a candy shop, spend their money and determining different coin combinations for the change.

## Main Core Tie

Mathematics Grade 2

[Strand: MEASUREMENT AND DATA \(2.MD\) Standard 2.MD.8](#)

## Time Frame

1 class periods of 60 minutes each

## Group Size

Small Groups

## Materials

paper and pencils  
coin and dollar bill manipulatives

## Background for Teachers

Background:

Teachers should be comfortable using manipulatives and have procedures in place for management

Teachers should be comfortable with cooperative learning in their classrooms

Understand that money is introduced in 2nd grade, this task may be more appropriate after students have learned the value of each coin

## Student Prior Knowledge

Prior Knowledge:

students need to be able to skip count by fives and tens

students should be familiar working in groups and using manipulatives

students should know the value of each coin

## Intended Learning Outcomes

students will make sense of problems and persevere in solving them

students will create representations to show their reasoning

recognize when to use addition and subtraction

show their understanding of addition and subtraction strategies

students will work as a team, using mathematical discourse in solving the problem

## Instructional Procedures

Students will spend some money at the candy shoppe, and then calculate the change and how many combinations of dollars and coins could they receive for that amount.

## Strategies for Diverse Learners

start with a \$5.00 bill

adjust the amount of change to multiples of 5 or 10  
adjust the amount spent to multiples of 5 and 10

### Extensions

adjust the amount spent  
have students create own problem for others to solve

### Rubrics

[Candy Shoppe](#)

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