

Land of Treasure: Parent Notes

Using money – but in a different way

Learning about money and how to use it is a life skill. In primary school and nursery, children need lots of experience at using real money or substitute items to help them understand how money works.

If you don't have many coins, then challenge your children to make and use something else instead. The same goes with £5, £10 and £20 notes. It can be a fun activity to invent your own money. Possibilities include: bottle tops, buttons and flat stones.

Once you have done this, it can be good to invent simple board games using the pretend money.

If you and your children have family in other countries that you visit, you may want them to learn about the currency of that country. Older children can learn about exchange rates. If you pass a travel agent or post office, there may be a display of current exchange rates and be prepared to talk about how these vary.

Fuel prices are also prone to fluctuating, so it's worthwhile mentioning whether petrol is getting more or less expensive when you pass by a petrol station, even if you don't have a car.

Get your children involved in shopping. It's particularly good if you are shopping for just a few things in a local shop and to pay in cash.

- Teach them about the value of items and your decisions about what you buy. For example, the difference in price between well-known brands and value alternatives.
- Talk about budgeting and sticking to a certain amount of money.
- Encourage them to look for sales and discount items such as "Buy-one-get-one-free" offers.
- If your children are allowed a treat, put a price limit on what they can have, so that they have to make a decision about what they get according to price.

You can use ideas for receipts and shopping from Education Scotland <https://education.gov.scot/improvement/scotland-learns/numeracy-and-mathematics-activities/>

If you are worried about hygiene and real money, there's plenty of sensible things to do:

- Wash any money you find using soap and water. Dry with a tea towel.
- Wash your hands before and after going shopping.
- Wash your hands before leaving your home and coming back in after doing some of the outdoor activities in these sheets.
- Be thorough about hand washing – do it for 20 seconds and use the proper techniques.



Land of Treasure: Nursery

Using money – but in a different way

The activities in this hand out are designed to be fun. However if you're child isn't interested in doing any of them, then do not push them. It's important they are not put off learning but find it worthwhile. Children learn best through play and through interactions with a kind, loving adult who is genuinely interested in them.

1. Go for a penny walk with your family

You need a coin. It doesn't matter what sort or its value.

If you can't find a coin, find something small that if it is flipped has an equal chance of falling and lying either side up, like a bottle top or a small flat stone. This is like a treasure hunt before you even leave the house, to find something that will do. Agree which way up is heads and which is tails.



- Step out of your house.
- Flip the coin. Take turns to do this. Make sure it will land somewhere safe and not on a road or down a drain!
- Heads you turn right. Tails you turn left
- Every time you come to a junction, flip the coin.
- See where you end up.

Extensions

- Change the coin for a different value each time you go out. Then your child learns that there are different coins.
- You may have some foreign coins. These can be used.
- Flip a coin to make decisions with your child. If they can't decide whether to play with one toy or another, they can flip a coin to help them decide, e.g. Tails - play with my car, Heads – play with my dinosaur. If you have children who like to argue, then flip a coin to decide, e.g. who has the first go with a toy.
- See if your child wants to draw the journey your penny walk took when you get back home. This may not look like the journey and that's not important. You just need to get your child to walk your through the journey and tell you where different things are, e.g. *"That's the shop we passed."* *"Then we came to the big tree."* You can offer to write the words for these things on their map. Take it with you, if you go for another walk that covers the same journey. Or your child may want to put the map somewhere safe or stick it on a wall.



2. Pitch and toss

You need lots of 1p coins – real or pretend.



Pitch and toss is a traditional playground game that many parents may remember from their own school days.

- Each person in the group takes five 1p coins from the collection.
- Estimate how much money the winner will take before playing the game.
- Each person takes a turn to throw just one of their coins against the wall. You may want a line or a mark to so that everyone throws from the same distance.
- The winner is the person whose coin lands closest to the wall. This person collects all the money thrown and counts up how much money they have won. Then the next round begins.
- The game continues until someone runs out of money. Then the total amounts are calculated to find the overall winner in the group.

Extension

- Use 2p coins instead of 1p coins.
- Over time, start mixing the amounts so that children have to make decisions about which coin to use in each round.
- Encourage your child to change a rule in this game and find how the game changes. For example, they may want to move closer to the wall or further away. They may want you to throw from far away and they stay close! Go with the flow.

3. Treasure hunt

You need

- 1p coins that are real or pretend.
- A pencil and scrap paper or card, in case you need to remember how many of each coins you have hidden.
- A garden or safe outdoor space. This can also be a game played inside.

How to play

- Hide the coins for your child to find and count.
- You can give clues such as “You are getting richer” if they are getting close to where a coin is hidden, or, “You are getting poorer” if they are moving away from way a coin is hidden.
- Encourage your child to count up the money they have found.
- Let your child hide some coins for you to find and to tell you if you are getting richer or poorer.

Extension

- Use 2p coins instead of 1p coins.
- If your child finds two 1p coins, then exchange them for one 2p coin. Then you can count in twos, afterwards.
- Use the money for pretend play, if your child is interested. Talk about different possibilities:
 - Some children will want to use real food items such as tins from your cupboard.
 - Others may prefer to have a dinosaur shop.
 - Let your child decide! See below.
- Have fun making price tags, open and closed signs and anything else your child thinks could be useful. Let any teddy bear or soft toy come and visit the shop too.

4. Your turn, my turn

This is a wonderful game which can be played with any objects. Using money – real or pretend works well. Little and often is best with this game. One turn each and then stop if your child has had enough.

- Put out three 1p coins in front of your child.
- Ask them to close their eyes.
- Remove one, two or three of the coins – you decide. Hide them in your hand or behind your back.
- Ask your child to open their eyes and work out how many you have taken away.
- Show them the missing coins to see if they are correct.
- Swap roles and play the game again.

Extension

- If your child can easily manage three 1p coins, then extend to four 1p coins, then five, and so on.
- Vary the layout of the coins. It's easier to work out what is missing if the coins are in a neat pattern or line. It can be harder if they are laid out in more random ways.
- Once your child can manage to play this game easily with ten 1p coins, then play the game with the coins laid out in sets of twos. When it's your turn, take away either 2, 4, 6, or 8 coins. Encourage your child to count in twos when working out how much is left.
- Encourage your child to change a rule of the game and see what happens.

Note: Often little children simply want to remove all the coins, again and again. That's fine. You just vary how many coins you take away when it's your go.

5. Shop of dreams

If you've just been to the shop then play at shops, if your child is interested and up for it! Find out what sort of shop they would open up. Don't worry if it's something highly unusual. Get them to tell you about what would be in it and how much things would cost. Here's a useful way of doing this:

- Pretend. Imagination is about what you've not got rather than what you have. If your child loves Batman, then let them ask them what sort of things could be for sale in a Batman shop. Then set about making them with your child. For example, they could draw Batman badges and build simple Batmobiles from any unwanted packaging.
- A little enthusiasm and listening to and following your child's lead will be great. Ten minutes of playing with you will make all the difference to your child.
- Think about where things can be set up... it's great if your child is really into something to be able to continue the play. If you've not much space then do mini shops on trays or plates. Help your child decide what prices things are going to cost.

Land of Treasure: Primary 1

Using money – but in a different way

1. Go for a penny walk with your family

You need:

- A mix of 1p and 2p coins

If you can't find a coin, find something small that if it is flipped has an equal chance of falling and lying either side up, like a bottle top or a small flat stone. This is like a treasure hunt before you even leave the house, to find something that will do.

Agree which way up is heads and which is tails. You and your child can always write the amounts 1p, 2p, etc. onto each stone or other item.



- Step out of your house.
- Flip the coin. Take turns to do this. Make sure it will land somewhere safe and not on a road or down a drain!
- Heads you turn right. Tails you turn left
- Take a purse or small bag with a mix of 1p and 2p coins. At each junction your child takes a coin out to flip it. Then the coin is kept in a different bag, purse or pocket. At the end, your child has to count up how much money has been flipped.
- Challenge your child to remember the way back home. Help them out if needed. Talk about turning left and right as you come to each junction.

Extensions

- Take some 5p coins with you. After each flip, your child has to work out how many more coins are needed to make 5p. For example, if a child flips a 2p coin, they will need 3p to make 5p. If they are correct, then they get the 5p as a bonus coin. At the end, they can see how much money they have. Once they can do this, introduce 10p coins.
- Introduce 10p coins and then 5p coins to count.
- Flip a coin to make decisions with your child. If they can't decide whether to play with one toy or another, they can flip a coin to help them decide, e.g. Tails - play with my car, Heads – play with my dinosaur. If you have children who like to argue, then flip a coin to decide, e.g. who has the first go with a toy.
- See if your child wants to draw the journey your penny walk took when you get back home. This may not look like the journey and that's not important. You just need to get your child to walk your through the journey and tell you where different things are, e.g. "That's the shop we passed." "Then we came to the big tree." Ask your child to put numbers beside each thing they talk about and to write the word, e.g.
 1. Shop
 2. Tree

If your child won't write the words, then you can write them in. It is okay to do this in a different language if you and your child speak a different language to English at home. Use the map to recall the journey and enjoy sharing with others.

2. Pitch and toss

You need lots of 1p and 2p coins.

If you can't find a coin, find something small that can be thrown without causing damage, like a bottle top or chuckies or buttons. You can mark the quantities with a pen or simply agree which item represents which amount.



Pitch and toss is a traditional playground game that many parents may remember from their own school days.

- Each person in the group takes five coins from the collection.
- Estimate how much money the winner will take before playing the game.
- Each person takes a turn to throw just one of their coins against the wall. It's up to each player whether it's a 1p or a 2p coin. You may want a line or a mark to so that everyone throws from the same distance.
- The winner is the person whose coin lands closest to the wall. This person collects all the money thrown and counts up how much money they have won. Then the next round begins.
- The game continues until someone runs out of money. Then the total amounts are calculated to find the overall winner in the group.

Extension

- Introduce 5p coins. Remove the 1p and 2p coins to practice counting in 5's.
- Introduce 10p coins. To begin with, remove the 1p, 2p and 5p coins to practice counting in 10's. Then bring in the 5p coins and eventually bring back the 1p and 2p coins.
- Encourage your child to change a rule in the game and to experiment with different ways of playing the game. For example, they may want to move closer to the wall or further away. They may want you to throw from far away and they stay close! Go with the flow. Just remember to focus on how the changes affect the game and the difference in outcomes. The game is about counting money – that's what we need to happen.

3. Treasure hunt

You need

- 1p and 2p coins that are real or pretend.
- A pencil and scrap paper or card, in case you need to remember how many of each coins you have hidden.
- A garden or safe outdoor space. This can also be a game played inside.

How to play

- Hide the coins for your child to find and count.
- You can give clues such as "You are getting richer" if they are getting close to where a coin is hidden, or, "You are getting poorer" if they are moving away from way a coin is hidden.
- Encourage your child to count up the money they have found.
- Let your child hide some coins for you to find and to tell you if you are getting richer or poorer.

Extension

- If your child finds coins that add up to 5p, then exchange them for one 5p coin. Then you can count in fives, afterwards.
- Introduce 10p coins too.

- Use the money for pretend play, if your child is interested. Talk about different possibilities:
 - Some children will want to use real food items such as tins from your cupboard.
 - Others may prefer to have a dinosaur shop.
 - Let your child decide! See below in the play section.
- Have fun making price tags, open and closed signs and anything else your child thinks could be useful.

4. Your turn, my turn

This is a wonderful game which can be played with any objects. Using money – real or pretend works well. Little and often is best with this game. One turn each and then stop if your child has had enough.

- Put out five 1p coins in front of your child.
- Ask them to close their eyes.
- Remove some of the coins – you decide. Hide them in your hand or behind your back.
- Ask your child to open their eyes and work out how many you have taken away.
- Show them the missing coins to see if they are correct.
- Swap roles and play the game again.

Extension

- If your child can easily manage five 1p coins, then extend to six 1p coins, then seven, and so on.
- Vary the layout of the coins. It's easier to work out what is missing if the coins are in a neat pattern or line. It can be harder if they are laid out in more random ways.
- Once your child can manage to play this game easily with ten 1p coins, then play the game with five 2p coins. This is much harder because your child may see each 2p coin as one coin to count and not 2 pennies. Encourage them to count in twos.
- Encourage your child to change a rule of the game and see what happens.

Note: Often little children simply want to remove all the coins, again and again. That's fine. You just vary how many coins you take away when it's your go.

5. Shop of dreams

If you've just been to the shop then play at shops, if your child is interested and up for it! Find out what sort of shop they would open up. Don't worry if it's something highly unusual. Get them to tell you about what would be in it and how much things would cost. Here's a useful way of doing this:

- Pretend. Imagination is about what you've not got rather than what you have. If your child loves Batman, then let them ask them what sort of things could be for sale in a Batman shop. Then set about making them with your child. For example, they could draw Batman badges and build simple Batmobiles from any unwanted packaging.
- A little enthusiasm and listening to and following your child's lead will be great. Ten minutes of playing with you will make all the difference to your child.
- Think about where things can be set up... it's great if your child is really into something to be able to continue the play. If you've not much space then do mini shops on trays or plates. Help your child decide what prices things are going to cost.

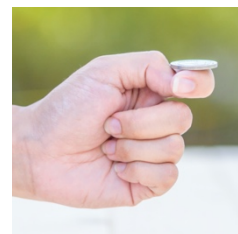
Land of Treasure: Primary 2

Using money – but in a different way

1. Go for a penny walk with your family

You need:

- Any loose coins you have: 1p, 2p, 5p and 10p



If you can't find a coin, find something small that if it is flipped has an equal chance of falling and lying either side up, like a bottle top or a small flat stone. This is like a treasure hunt before you even leave the house, to find something that will do. Agree which way up is heads and which is tails. You and your child can always write the amounts 1p, 2p, etc. onto each stone or other item.

- Step out of your house.
- Flip the coin. Take turns to do this. Make sure it will land somewhere safe and not on a road or down a drain!
- Heads you turn right. Tails you turn left
- Take a purse or small bag with a mix of coins, e.g. 1p, 2p, 5p, 10p. At each junction your child takes a coin out to flip it. Then the coin is kept in a different bag, purse or pocket. At the end, your child has to count up how much money has been flipped.
- Challenge your child to remember the way back home. Help them out if needed. Talk about turning left and right as you come to each junction.

Extensions

- Add in 50p, £1 and £2 coins into the game.
- After flipping a coin, your child takes another coin from the purse and has to work out the total amount of both coins. If they are right, then they keep both coins until the count up at the end of the walk.
- Play "double it". After each flip, your child has to double the number. So double 1p=2p; double 5p = 10p and so on.
- Take some 20p coins with you. After each flip, your child has to work out how many more coins are needed to make 20p. For example, if a child flips a 5p coin, they will need 15p to make 20p. If they are correct, then they get the 20p as a bonus coin. At the end, they can see how much money they have. Once they can do this, introduce 10p coins.
- Play "I owe you". Challenge your child to work out how much more money they need to make 20p.
- **Paying your way – literally!**
 - Each child and adult has an agreed amount of loose change, e.g. 20p.
 - Every time you flip a head, the adult has to pay the children 2p.
 - Every time you flip a tail, the children have to give the adult 2p.
 - Who will be richer and who will be poorer after 15 minutes of walking?
- Encourage your child to describe the journey and write down the story of the journey. They can use pictures to help them – they may even like to do it like a comic strip – a series of wee pictures with a sentence underneath each one.

2. Pitch and toss

You need lots of 1p, 2p, 5p and 10p coins.

If you can't find a coin, find something small that can be thrown without causing damage, like a bottle top or chuckies or buttons. You can mark the quantities with a pen or simply agree which item represents which amount.



Pitch and toss is a traditional playground game that many parents may remember from their own school days.

- Each person in the group takes five coins from the collection.
- Estimate how much money the winner will take before playing the game.
- Each person takes a turn to throw just one of their coins against the wall. It's up to each player which coin they decide to use. You may want a line or a mark to so that everyone throws from the same distance.
- The winner is the person whose coin lands closest to the wall. This person collects all the money thrown and counts up how much money they have won. Then the next round begins.
- The game continues until someone runs out of money. Then the total amounts are calculated to find the overall winner in the group.

Extension

- Introduce 20p coins. Remove the rest of the coins to begin with. Then re-introduce the 10p coins, followed by 5p coins and then the 1p and 2p coins. This will help children learn to count more efficiently.
- Introduce £1 coins. Follow the same process as above. It's often easier to use £1 coins before 50p coins.
- Encourage your child to change a rule in the game and to experiment with different ways of playing the game. For example, they may want to move closer to the wall or further away. They may want you to throw from far away and they stay close! Go with the flow. Just remember to focus on how the changes affect the game and the difference in outcomes. The game is about counting money – that's what we need to happen.

3. Treasure hunt

You need

- 1p, 2p, 5p and 10p coins that are real or pretend.
- A pencil and scrap paper or card, in case you need to remember how many of each coins you have hidden.
- A garden or safe outdoor space. This can also be a game played inside.

How to play

- Hide the coins for your child to find and count.
- You can give clues such as "You are getting richer" if they are getting close to where a coin is hidden, or, "You are getting poorer" if they are moving away from way a coin is hidden.
- Encourage your child to count up the money they have found.
- Let your child hide some coins for you to find and to tell you if you are getting richer or poorer.

Extension

- If your child finds coins that add up to 10p, then exchange them for one 10p coin. Then you can count in tens, afterwards.
- Introduce 20p coins too.
- Sort the coins from lowest to highest value.
- Make the treasure hunt more challenging, e.g.
 - I've hidden 10p outside. I wonder if you are able to find all 6 coins.
 - I've hidden 20p outside. Can you find this amount?
 - Guess how much money is outside. I'll give you a clue: It's less than 20p but more than 10p
- Use the found money for pretend play, if your child is interested. Talk about different possibilities:
 - Some children will want to use real food items such as tins from your cupboard.
 - Others may prefer to have a dinosaur shop.
 - Let your child decide! See section 5 below.
- Have fun making price tags, open and closed signs and anything else your child thinks could be useful.

4. Your turn, my turn

This is a wonderful game which can be played with any objects. Using money – real or pretend works well. Little and often is best with this game. One turn each and then stop if your child has had enough.

- Put out ten 1p coins in front of your child.
- Ask them to close their eyes.
- Remove some of the coins – you decide. Hide them in your hand or behind your back.
- Ask your child to open their eyes and work out how many you have taken away.
- Show them the missing coins to see if they are correct.
- Swap roles and play the game again.

Extension

- If your child can easily manage ten 1p coins, then extend to eleven 1p coins, then twelve, and so on up to twenty coins.
- Vary the layout of the coins. It's easier to work out what is missing if the coins are in a neat pattern or line. It can be harder if they are laid out in more random ways.
- Once your child can manage to play this game easily with twenty 1p coins, then play the game with ten 2p coins. This is much harder because your child may see each 2p coin as one coin to count and not 2 pennies. Encourage them to count in twos.
- Encourage your child to change a rule of the game and see what happens.

Note: Often little children simply want to remove all the coins, again and again. That's fine. You just vary how many coins you take away when it's your go.

5. Shop of dreams

If you've just been to the shop then play at shops, if your child is interested and up for it! Find out what sort of shop they would open up. Don't worry if it's something highly unusual. Get them to tell you about what would be in it and how much things would cost. Here's a useful way of doing this:

- Pretend. Imagination is about what you've not got rather than what you have. If your child loves Batman, then let them ask them what sort of things could be for sale in a Batman shop. Then set about making them with your child. For example, they could draw Batman badges and build simple Batmobiles from any unwanted packaging.
- A little enthusiasm and listening to and following your child's lead will be great. Ten minutes of playing with you will make all the difference to your child.
- Think about where things can be set up... it's great if your child is really into something to be able to continue the play. If you've not much space then do mini shops on trays or plates. Help your child decide what prices things are going to cost.

Land of Treasure: Primary 3

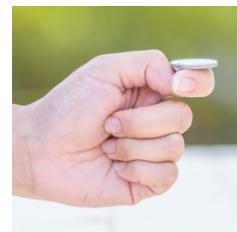
Using money – but in a different way

1. Go for a penny walk with your family

You need:

- A mix of loose coins: 1p, 2p, 5p, 10p, 20p, 50p

If you can't find a coin, find something small that if it is flipped has an equal chance of falling and lying either side up, like a bottle top or a small flat stone. This is like a treasure hunt before you even leave the house, to find something that will do. Agree which way up is heads and which is tails. You and your child can always write the amounts 1p, 2p, etc. onto each stone or other item.



- Step out of your house.
- Flip the coin. Take turns to do this. Make sure it will land somewhere safe and not on a road or down a drain!
- Heads you turn right. Tails you turn left
- Take a purse or small bag with a mix of coins. At each junction your child takes a coin out to flip it. Then the coin is kept in a different bag, purse or pocket. At the end, your child has to count up how much money has been flipped.
- Challenge your child to remember the way back home. Help them out if needed. Talk about turning left and right as you come to each junction.

Extensions

- Add in £1 and £2 coins into the game.
- After flipping a coin, your child takes another coin from the purse and has to work out the total amount of both coins. If they are right, then they keep both coins until the count up at the end of the walk.
- Play “double it”. After each flip, your child has to double the number. So double 1p=2p; double 5p = 10p and so on.
- After flipping a coin, your child takes another coin from the purse and has to work out the total amount of both coins. If they are right, then they keep both coins until the count up at the end of the walk.
- Practise converting your amounts, e.g. 120p = £1.20 and vice versa
- Play “I owe you”. Challenge your child to work out how much more money they need to make 50p or £1.
- **Paying your way – literally!**
 - Each child and adult has an agreed amount of loose change, e.g. £1.
 - Every time you flip a head, the adult has to pay the children 5p.
 - Every time you flip a tail, the children have to give the adult 5p.
 - Who will be richer and who will be poorer after 15 minutes of walking?
- Encourage your child to describe the journey and write down the story of the journey. They can use pictures to help them – they may even like to do it like a comic strip – a series of wee pictures with a sentence underneath each one.

2. Pitch and toss

You need one of each coin: 1p, 2p, 5p, 10p, 20p and 50p for each person playing.

If you can't find a coin, find something small that can be thrown without causing damage, like a bottle top or chuckies or buttons. You can mark the quantities with a pen or simply agree which item represents which amount.



Pitch and toss is a traditional playground game that many parents may remember from their own school days.

- Each person in the group takes one of each coin from the collection.
- Estimate how much money the winner will take before playing the game.
- Each person takes a turn to throw just one of their coins against the wall. It's up to each player which coin they decide to use. You may want a line or a mark to so that everyone throws from the same distance.
- The winner is the person whose coin lands closest to the wall. This person collects all the money thrown and counts up how much money they have won. Then the next round begins.
- The game continues until someone runs out of money. Then the total amounts are calculated to find the overall winner in the group.

Extension

- Introduce £1 coins. Remove the rest of the coins to begin with. Then re-introduce the 50p coins, followed by 20pp coins and then the 10p, 5p, 2p and 1p coins in order. This will help children learn to count more efficiently.
- Introduce £2 coins. Follow the same process as above.
- Encourage your child to change a rule in the game and to experiment with different ways of playing the game. For example, they may want to move closer to the wall or further away. They may want you to throw from far away and they stay close! Go with the flow. Just remember to focus on how the changes affect the game and the difference in outcomes. The game is about counting money – that's what we need to happen.

3. Treasure hunt

You need

- 1p, 2p, 5p, 10p, 20p and 50p coins that are real or pretend.
- A pencil and scrap paper or card, in case you need to remember how many of each coins you have hidden.
- A garden or safe outdoor space. This can also be a game played inside.

How to play

- Hide the coins for your child to find and count.
- You can give clues such as "You are getting richer" if they are getting close to where a coin is hidden, or, "You are getting poorer" if they are moving away from way a coin is hidden.
- After a certain agreed amount of time, count up how much money has been found. Has any not been found? If so, does your child want more time to find it or do they prefer some more precise instructions as to where it may be hidden?
- Let your child hide some coins for you to find and to tell you if you are getting richer or poorer.

Extension

- If your child finds coins that add up to 20p, then exchange them for one 20p coin. Then you can count in twenties, afterwards.
- Introduce 50p coins too.
- Sort the coins from lowest to highest value.
- Make the treasure hunt more challenging, e.g.
 - I've hidden 20p outside. I wonder if you are able to find all 6 coins.
 - I've hidden 50p outside. Can you find this amount?
 - Guess how much money is outside. I'll give you a clue: It's less than 50p but more than 20p

4. Your turn, my turn

This is a wonderful game which can be played with any objects. Using money – real or pretend works well. Little and often is best with this game. One turn each and then stop if your child has had enough.

- Put out ten 2p coins in front of your child.
- Ask them to close their eyes.
- Remove some of the coins – you decide. Hide them in your hand or behind your back.
- Ask your child to open their eyes and work out how many you have taken away.
- Show them the missing coins to see if they are correct.
- Swap roles and play the game again.

Extension

- If your child can easily manage ten 2p coins, then extend to ten 5p coins, then ten 10p coins, and so on. This will encourage your child to count in multiples of 2, 5 and 10.
- Vary the layout of the coins. It's easier to work out what is missing if the coins are in a neat pattern or line. It can be harder if they are laid out in more random ways.
- Encourage your child to change a rule of the game and see what happens.

Note: Often little children simply want to remove all the coins, again and again. That's fine. You just vary how many coins you take away when it's your go.