Knockin’ Hockey

The Big Idea:
Learn the value of pennies, nickels, dimes and quarters, and practice money math by knocking the coins into the goals – and each other!

You Will Need:
★ To print: Score card, Helmets and Rink (pages 3-5)
★ Pennies, nickels, dimes, quarters: 4 of each
★ Pair of scissors
★ Scotch tape

The Math Behind the Scenes:
Every sport has some scorekeeping math, but this takes it up a notch. Your kids will get great practice with subtraction and place value in this game. Older kids can experiment with fractions, decimals, and percentages – what portion of a dollar does their final score equal?
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★ Print and arrange the 2 pages of the hockey rink on a table to create your playing surface. You may want to tape the seam and corners of the pages for smooth gameplay.

★ Each team has 4 designated “sticks” – one penny, nickel, dime and quarter. Cut out the helmets on page 3 and tape them to the stick coins. The sticks start the game in front of the goal they are defending.

★ Scatter “puck” coins in the center circle of the rink. Use 2 of each coin value.

★ The purpose of the game is simple – flick or slide your stick coins into the pucks to knock pucks into your opponent’s goal and keep pucks out of your own.

★ But there is a catch! The stick coin you use to score counts against the puck coin you put in the net. For example, knocking a quarter in with a penny gives you 24 points, but knocking a penny in with a quarter gives you 0 (there’s no negative points in hockey).

★ Only 1 flick of a stick per turn, so strategize wisely! Which stick is best to score with? Which is your best goalie? Is it better to score a quarter or block a dime?

Keep track of your scores using the score card on page 3. You can play a set number of turns, until all the coins have been scored, or to a set amount of points.
### Score Card

<table>
<thead>
<tr>
<th>Team</th>
<th>Total</th>
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<td></td>
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#### Puck Scored | Scored By | Points Scored | Team Total | Total |

**Helmets for Coins:**

- Penny
- Nickel
- Dime
- Quarter

[Image of a cartoon character playing hockey with helmets and coins]