

# The Coin Year

Grade Three & Four

PLAY

The Coin Year is a fun, interactive activity designed to build relationships and promote teamwork. This game challenges participants to form groups based on the age of coins they have, all without speaking. It encourages non-verbal communication and cooperation, providing a fun and engaging way for students to connect and work together.



## Learning Intentions

### **I can communicate effectively without speaking:**

This game encourages participants to work together and use creative non-verbal communication to solve a challenge.

### **I can reflect on historical events through the context of the years represented by the coins:**

Participants will get a sense of history and learn about important years through the coins they interact with.

### **I can develop teamwork and collaboration skills:**

The game fosters cooperation, as participants must rely on each other to complete the task without verbal cues.



## Success Criteria

### **I can organise a group based on the year on each coin:**

Students will work together to arrange the coins in the correct chronological order without speaking.

### **I can demonstrate effective non-verbal communication skills:**

Students will use body language and gestures to communicate and organise the group.

### **I can complete the task under time pressure:**

The team must complete the challenge quickly, working efficiently to form the correct order.



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## Objective:

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## Materials Needed:

- **Coins:** One for each participant, each coin must have a year imprinted on it. We have created a set of printable coins for you, found in the resource PDF.
- **Timer or Stopwatch:** To time how quickly the group can arrange the coins in order.
- **Space:** Enough room for participants to move around freely and organise themselves.

## Setup:

### 1. Distribute Coins:

Ensure each participant receives a coin. The coins should have visible years imprinted on them (e.g., coins from different years). You can use real coins or print out paper coins with years written on them.

### 2. Explain the Task:

Briefly explain that the goal is to form a line based on the years on the coins, from the oldest to the newest, without speaking. They will have one minute to complete this task.

### 3. Introduce the Challenge:

Once everyone has their coin, start the timer. The team must form a line based on the year of the coin, from oldest to newest, all within one minute.

## Gameplay Instructions:

### 1. No Talking:

Participants cannot speak during the task. They must rely on gestures and body language to communicate.

### 2. Forming the Line:

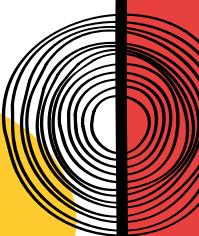
The group must position themselves in a line, ordering themselves from the oldest coin on the left to the newest coin on the right. They can use gestures, pointing, or positioning themselves in a way that makes sense to the group.

### 3. Time Limit:

Set a timer for one minute. The group must complete the task within this time frame.

### 4. If Anyone Speaks:

If anyone speaks, the game stops immediately. All participants must return their coins, and the task starts over again.



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## 5. Complete the Task:

If the group completes the task successfully within the time limit, praise them for their collaboration and non-verbal communication.

## 6. Reflection:

After the task is completed, you can briefly discuss how the group communicated without speaking and what strategies they used to organise themselves.

### Winning the Game:

- **Accuracy:** The team that arranges the coins in the correct chronological order wins the round.
- **Speed:** Teams can try to beat their previous time or challenge other groups to see who can complete the task the fastest.
- **Creativity:** Reward the team for their non-verbal communication and creative methods of organising the group.

### Modifications:

#### 1. For Larger Groups:

If you have a larger group, you can divide the class into smaller teams, each with their own set of coins to organise. Teams can then compete to see who can form the correct order the fastest.

#### 2. Thematic Variations:

You can tailor the game to different themes by using events from specific years. For example, you could create teams based on significant historical events (e.g., World Cup years, Olympic Games, important political events).

#### 3. Virtual Adaptation:

For online or virtual play, participants can be assigned a coin virtually (through images or descriptions of coins). They can then communicate via video chat to organise themselves into a digital "line."

### Reflection and Discussion Questions:

- **What strategies helped you communicate without speaking?**

This question encourages students to reflect on how they worked together non-verbally.

- **Why is it important to use body language and gestures in communication?**

This can help students understand the power of non-verbal communication and its relevance in different settings.

- **How did you feel during the challenge? Was it easy or difficult?**

This can prompt students to discuss their feelings about the challenge and how they worked together as a team.

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## Conclusion:

*The Coin Year* is a fun and engaging way to promote teamwork, non-verbal communication, and a bit of history. The game encourages students to think creatively, collaborate effectively, and learn about each other—all while having fun and getting some exercise!

