

# Approach to Integrating Change Bandits into the North Carolina Standard Course of Study

## Kindergarten

### Social Studies

**2.01** Exhibit citizenship traits such as integrity, responsibility and trustworthiness in the classroom, school and other social environments.

**Change bandits teaches children about social responsibility and helping others.**

**6.04/6.05** Give examples of how money is used within the communities, such as spending and saving. Explore goods and services provided in communities.

**Students can collect money and learn how that money is used at the hospital to help sick children feel better.**

### Math

**1.01** Develop number sense for whole numbers through 30.

**1.01 c** Read and write numerals.

**Students can count the change collected and record the number, (e.g. 30 dimes, 22 quarters, etc.)**

**4.01** Collect and organize data as a group activity.

**5.01** Sort and classify objects by one attribute.

**Students collect change and then as a class sort into piles of like objects, (e.g. a pile of nickels).**

## First Grade

### Social Studies

**2.01** (same lesson as kindergarten)

**2.03** Participate in democratic decision-making.

**6.01** Examine wants and needs and identify choices people make to satisfy wants and needs with limited resources.

**6.06** Identify the uses of money by individuals which include saving and spending.

**Students vote on what to “buy” with their collected money from wish list selections provided.**

**7.01** Compare and contrast the use of media and forms of communication at home and in other social environments.

**The MIX 101.5 Radiothon for the kids at Duke makes use of radio as a medium to reach out to audiences across the Triangle and tell the stories of the patients and families at Duke Children’s Hospital & Health Center.**

### Math

**1.01 b and c** Use efficient strategies to count the number of objects in a set. Read and write numbers.

**Count change collected and record the total.**

**1.02** Use groupings of 2's, 5's and 10's with models and pictures to count collections of objects.

**Reach the total of change collected by counting by 5's (nickels or 5 pennies), 10's (dimes or 2 nickels), etc.**

**4.01** Collect, organize, describe and display data using line plots and tallies.

**Tally change collected using a large chart in the classroom. Students can place tally marks beside each category (pennies, nickels, dimes, quarters) for the amount collected.**

**5.01** Sort and classify objects by two attributes.

**Change can be sorted and described by size of coin and value.**

## **Second Grade**

 Social Studies

**1.01, 1.02, 1.03** (same lesson as kindergarten) Students are developing leadership qualities that can be used to make a difference in the classroom, school and community.

 Math

**1.01c** Read and write numbers.

**1.04** Develop fluency with multi-digit addition and subtraction through 999 using multiple strategies.

**Sum the total of change collected (individually or as a whole class) by reading the data collected/tallied throughout the collection period.**

**Write this total on the final tally sheet.**

**4.02** Conduct simple probability experiments; describe the results and make predictions.

**Create a fund-raising goal for the classroom and have students predict the probability of reaching that goal utilizing different fund-raising methods.**

## **Third Grade**

 Social Studies

**1.01** (same lesson as kindergarten)

 Math

**1.02** Develop fluency with multi-digit addition and subtraction through 9,999. (same lesson as second grade math objective 1.04)

**1.05 d** Understand that the fractional relationships that occur between zero and one also occur between every two consecutive whole numbers.

**Use change collected to represent how four quarters equal one dollar, 10 dimes equal one dollar, etc.**

## **Fourth Grade**

 Social Studies

**6.05** Recognize that money can be used for spending, saving and paying taxes.

**Students can analyze what money can buy by browsing through the provided hospital wish list.**

 Math

**1.04** Develop fluency with addition and subtraction of non-negative rational numbers with like denominators, including decimal fractions through hundredths.

**Sum the change collected by recognizing each coin's fractional (decimal) value to a whole dollar. Deduct amounts of wish list items.**

**4.01** Collect, organize, analyze and display data (including line graphs and bar graphs) to solve problems.

**Set a class fundraising goal and plot money collected each day/week.**

**Discuss what days more money was collected.**

## Fifth Grade

 Math

**1.02** Develop fluency in adding and subtracting non-negative rational numbers (halves, fourths, eighths...).

**Sum the change collected by recognizing each coin's fractional (decimal) value to a whole dollar. Deduct amounts of wish list items.**

**4.01** (same as fourth grade lesson)

**4.02** Compare and contrast different representations of the same data; discuss the effectiveness of each representation.

**Display the change collected using different methods and discuss which method displays total the best. Plot data by day, week, student, etc.**

## Sixth Grade

 Math

**1.02** Develop meaning for percents.

**Set a collection goal, (e.g. \$100) then chart progress as a percent of goal.**

## Seventh Grade

 Math

**4.01** Collect, organize, analyze and display data (including box plots and histograms) to solve problems.

**Set a class fundraising goal and plot money collected each day/week. Discuss what days more money was collected.**

**It is also highly recommended that Change Bandits be used as a service project for *middle and high school students*. Students can be civically engaged role models within their community. Through creativity, the program could play out as a competition between classes, teams, grade levels, clubs, etc.**