

Title of Book: You Can't Buy a Dinosaur with a Dime

Author: Harriet Ziefert

Publisher/Year: Blue Apple Books/2003

ISBN: 13: 978-1-59354-597-8

Grade Levels for Recommended Use: 4th

TEKS: 4.1(B) use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution; **4.4 Number and operations:** The student applies mathematical process standards to develop and use strategies and methods for whole number computations and decimal sums and differences in order to solve problems with efficiency and accuracy; **4.10 Personal financial literacy.** The student applies mathematical process standards to manage one's financial resources effectively for lifetime financial security.

Brief Summary:

The book is a Problem-Solving entertaining approach to enhancing personal financial literacy using real-world connections and engaging scenarios that the young learner can easily relate to and appreciate without fear of not being able comprehend the literature plot and intended meanings. The author uses colorful illustrations and rhymes to easily attract and engage the student's intrigue and stimulate their mathematical thinking. There is a lesson to be learned when the student feels a bit of melancholically empathy with the character Pete. It quickly becomes apparent when the sadness emerges at the loss of money due to spending of his savings, findings, and earnings. Throughout the story, the author invites the reader to calculate the totals of earnings, spending, tax, and regrettably the emptied piggy bank. The text also offers multiple opportunities to mathematize mentally and monetize magically in written form, as we problem solve with the character! In the end, spirits are lifted when both the character and the reader learn the importance of planned personal financial literary and the rewards that come with saving money.

Materials needed:

"You Can't Buy a Dinosaur with a Dime," book, small toys, pencils, bookmarks, and other incentive store items, play money (dollar and coins), Money Anchor Chart, Math Interactive Journals, cash register or calculators, grid paper, price tags, paper or plastic bags, and pencils. (Interactive Teacher Created PowerPoint, pretend checks and wallets optional.)

Suggested Activity:

Discuss and review money vocabulary anchor chart. When discussing vocabulary, be sure to emphasize the pitfalls of not having good personal financial literacy as they progress in age as children and as they mature into responsible adults. Explain the

importance of correctly recording dollar and cent values and note how using grid paper can assist with accuracy and clarity. Point out what a real checkbook looks like and how it can be balanced.

Read the fictional story, “*You Can’t Buy a Dinosaur with a Dime,*” Allow students to record the dollar amount of each scenario in their journal pages. Be sure to note the operation and allow students the opportunity to discuss what is actually taking place with purchases.

Continue with the story. Ask thought-provoking questions to stimulate critical thinking and problem-solving skills. Allow student discussion within cooperative groups to generate thinking and provide opportunity for collaborative feedback, rationale, and reasoning.

Throughout the story, allow students to interact with their play money to experience the counting process and to make connections with vocabulary and the literature.

Guide with critical-thinking questions such as:

Higher Level:

- Estimate the tax rate if the total cost is \$3.00 plus tax?
- If the dinosaur cost \$3.00, what is the most efficient combination of coins Pete could provide the store clerk?
- Can a toy be considered in Pete’s total wealth amount? Why or why not?
- How much money total did Pete have from his allowance, yard clean-up, and change from the store?

Medium Level:

- How much money does the character, Pete, start out with in the beginning of the story?
- How many dimes are in \$3.00?
- What is the difference between spending and saving?
- How many quarters were in the total \$2.00 Pete’s dad gave him?

Lower Level

- What is the value of a penny, nickel, dime?
- How many one-dollar bills would Pete need to equal \$3.00?
- How did Pete earn money in the story?

Upon completion of the book, open up the classroom store. Allow students to shop and make purchases. Provide them with grid paper to record the items and tally up their totals. As an enrichment extension of the lesson, give them a tax rate to be included. Nominate a cashier and let them “check out” their classmates. A remediation activity could be rounding the nearest tenth or dollar with purchase items.

References: Ziefert, H. (2003). *You can't buy a dinosaur with a dime*. Maplewood, NJ: Blue Apple Books.

Adapted by: Sheila Roberts (2019)