



Adventures in Coins

Cub Scouts · Elective · Wolf rank

Name

Started

Completed

Adventures in Coins turns the change in your pocket into a treasure hunt. You'll learn the parts of a coin, find where it was made, and play games with coins. You might even start your own collection.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/cub-scout-adventures/adventures-in-coins/). Tips and examples are ideas, not extra requirements.

☐ 1 Identify the different parts of a coin

Tip: Use a magnifying glass to find the front, back, edge, date, and motto on a coin.

Example: On a quarter, find the front (called the obverse) with George Washington, the back (the reverse), the rim, the bumpy edge called reeding, the year, and the word LIBERTY.

☐ 2 Find the mint mark on a coin; identify which mint made it and the year it was made

Tip: Look near the date for a small letter. Sort a pile of coins by mint mark and year.

Example: A D under the year means the Denver mint, and an S means San Francisco. P means Philadelphia, but most pennies made in Philadelphia have no letter at all.

☐ 3 Play a coin game

Tip: Try coin toss, coin sorting races, or a counting game with your den.

Example: Try a sorting race: each player gets a pile of coins and races to sort them by type, then by year. The oldest coin in the pile earns a bonus point.

- ☐ **4** Choose an interesting coin and make a rubbing of it; next to it, list what its pictures show, the year it was made, and its mint

Tip: Put paper over a coin and rub with the side of a crayon. Label what you see.

Example: Rub the front and back of a nickel, then label your drawing: "Thomas Jefferson, Monticello, the year, and the mint mark."

