

The United States Mint H.I.P. Pocket Change Web Site Fact Sheet

Site History

- The United States Mint H.I.P. Pocket Change™ Web site was born of a 1997 Presidential mandate to “enrich the Internet as a learning tool.”
- The site was developed through an award from the Federal Resources for Educational Excellence (FREE) Working Group in 1998.
- The H.I.P. Pocket Change Web site was launched in 1999.

Mission

- The first priority of this free cross-curricular educational resource for parents and teachers is to be an entertaining kids’ site—one that makes the United States Mint, American coins, and U.S. history and heritage fun and exciting.
- H.I.P. Pocket Change uses games, animation, and interactive features to showcase the connection between this country’s coins and its people. It also serves as an online resource for educators, using coins as a vehicle to teach lessons aligned with National Standards in language arts, math, social studies, and science.
- By combining government, technology, and education, this online cross-curricular resource helps educators to instruct about coins and the history that surrounds them.
- The concept that coins are “History In your Pocket” is the basis of this prime Mint educational vehicle.

Site Areas

- The **Games** area provides both entertainment and education through coloring, puzzles, numismatic word games, and more.
- In the **Cartoons** area, kids can interact with animated stories about how coins are made and about culture and coinage in foreign lands.
- The **Time Machine** takes you back to important moments in American history and spotlights some of the coins used during each era.
- The **Coin News** area previews upcoming commemorative coins, highlights a Coin of the Month, provides information about currently circulating coins, and provides other news about what’s new and striking at the United States Mint.
- **Camp Coin** is a fun place for hands-on learning about collecting, about the H.I.P. Pocket Change Pals, and about the history of the United States Mint.
- The **Teachers** area is home to a repository of lesson plans, projects, and features that help educators make the most of the site’s educational possibilities.

New Features

- The **Time Machine**, one of H.I.P. Pocket Changes’ most popular features, is being updated and expanded.
 - The Time Machine touches on major eras in American history and some of the coins in use at the time of those events, to give kids a historical perspective on the coinage. When the new series there will be a total of twelve eras.

- The first three eras will go live by the end of October 2004: the colonial era (1667), the Revolutionary War era (1778), and the Lewis and Clark era (1805).
- The next phase of the project, eras 4 through 6, is scheduled to debut in March of 2005.
- In addition to the story, each era includes several activities and, at the end, a “Want to Know More?” section with related historical material and links.
- One of H.I.P. Pocket Change’s newest games is actually five games in one: **the Lewis and Clark Adventure**. Following the famous explorers’ trail, the games tie in directly with the activities carried out by the Corps of Discovery in fulfilling its mission.
- **Get a Clue About Collecting**, a comprehensive course in coin collecting, is packed with great information about the king of hobbies and fun activities to test what kids have learned.
- **Lesson plans based on the Westward Journey Nickel Series™** are also new in March 2004 and have been **downloaded over 35,000 times to date**.
 - For each new nickel released between 2004 and 2006, the United States Mint will release a new set of plans for grades K–6. For each year of this new coin series, the United States Mint will also release additional lessons for teachers in grades 7–12 as well as a resource guide for teachers of all grades. These lesson plans, like the new coins, are designed to expand your students’ knowledge about the Louisiana Purchase and the journey of Lewis and Clark’s Corps of Discovery.
- The “**State Quarter Day in the Classroom**” feature provides a page of activities and links for each new quarter two weeks before it is released, including a state-specific Trivia game and a WebQuest. In addition to being available on the Internet, these materials are sent to the state’s Governor’s office, and are often distributed among local teachers, where they introduce the new coin to students and support the educational outreach at the quarter’s release celebration.

Site Successes

- **FY04 visits: 1,365,567—This reflects a 25% increase in H.I.P. Pocket Change site visits over FY03.**
- **FY04 average length of stay: 9 minutes 20 seconds—This reflects a 21% increase over average length of stay on H.I.P. Pocket Change for FY03.**
- From the inception of the **50 State Quarters® Program** to date, the program’s accompanying lesson plans for grades K through 12 have been **downloaded or mailed more than 1,785,000 times**. That number is apart from the many other lesson plans downloaded from the site.
 - The 50 State Quarters Program Lesson Plans are free of charge for teachers of grades K through 6 across the nation, and can be downloaded from www.usmint.gov/kids. Because of the program’s popularity, the United States Mint has expanded the 2004 Lesson Plans to include grades 7 through 12.
- H.I.P. Pocket Change was listed as the Editor’s Pick in the magazine of the National Education Association (NEA), *NEA Today* (February 2003).
- The site was noted as the “Flashiest Federal Site” by *Government Computer News* (May 2003).
- In January 2004, *NEA Today* featured “the U.S. Mint’s History In Your Pocket Change” in their “On the Web” section, describing it as a “fun, educational tool that generates interest in coins, the Mint, and U.S. history.”

www.usmint.gov/kids