

STORY
WALKER
365

7 to 10
YEARS

BUILDING BEAUTIFUL INSIDE

THE FIVE COIN GAME

A Story by Arkedelic



STUNZONCO

THE FIVE COIN GAME

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THE FIVE COIN GAME

Mario stared at the glossy flyer on his grandparents' fridge. "StepTrack X: the ultimate gaming watch." It tracked steps, rewarded ninja missions, had glow modes, and even made your walk to school feel like a level-up.

"I need it," he declared.

His grandmother, stirring something in a large pot, raised an eyebrow. "Need or want?"

"Both."

"Then here's the deal," she said. "You earn and save half. We'll match the rest."

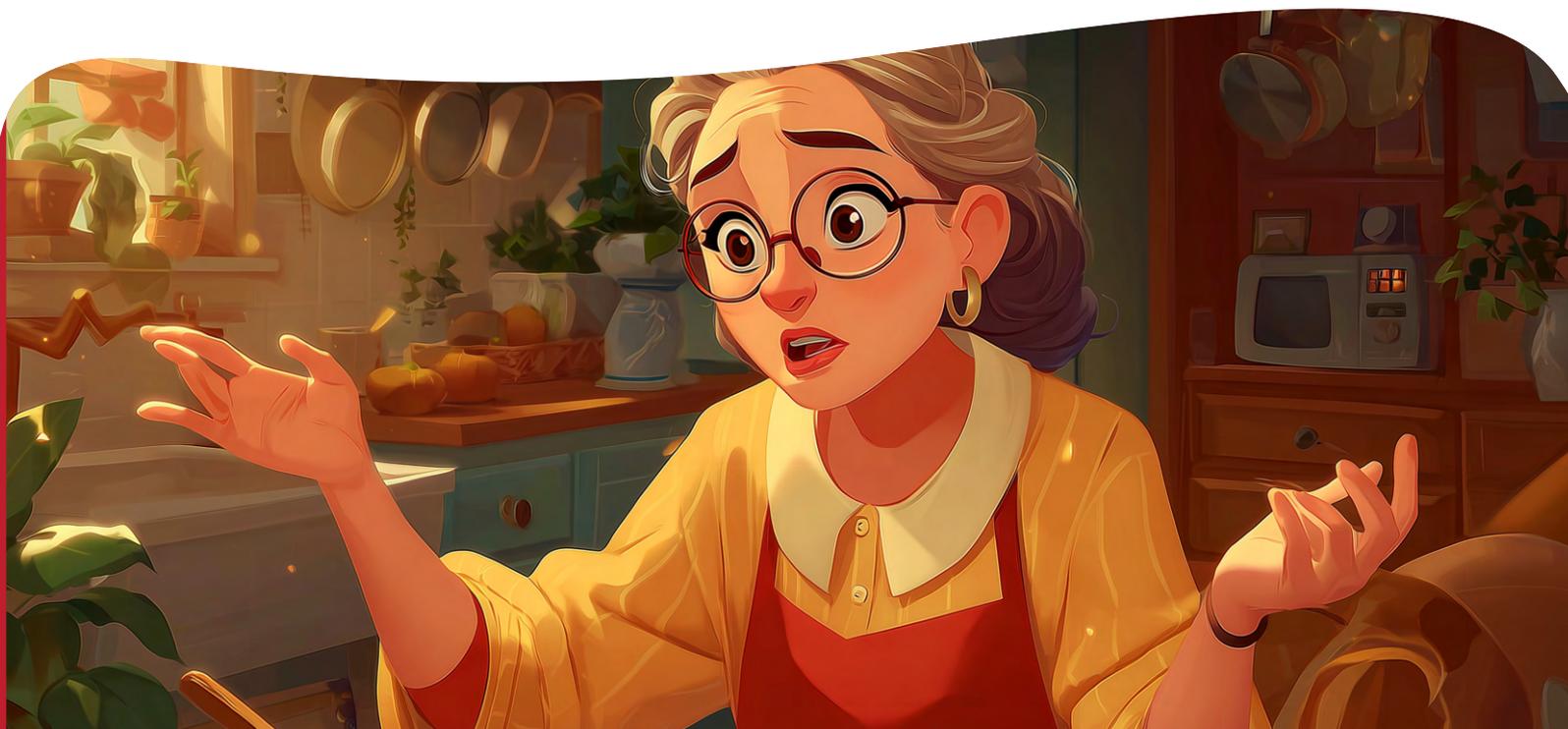
Mario blinked. "Earn? Like... chores?"

"Chores. Tasks. Bits of help. Five coins a job. Starting tomorrow."

Day One: Make his bed. Brush without reminders. Put toys away.

Easy.

Day Two: Carry water to the garden. Wipe the table after lunch. Read a page of a book.



Okay. Still manageable.

Day Three: Fold the laundry pile.

Nope.

“Why are socks always inside out?” he groaned. “And why are there so many?”

Grandma smiled, sipping her tea. “That's five coins talking to you.”

Mario folded the last sock with a grunt.

By the end of Week One, his coin jar had a satisfying clink.

Twenty-three coins.

The flyer was folded in his notebook, with a circle around the price: 50 coins.

Almost halfway.



But by Week Two, the shine started to wear off.

“Walk your baby cousin to the park and back,” Grandpa said. “Don't forget her snack box.”

“Do I have to?”

“You want that watch, don't you?” Mario muttered, “Yeah, yeah.”

Later that day, while waiting on a park bench, he flicked pebbles at his shoe. The baby was asleep in her stroller. The breeze was slow. The minutes dragged.

He pulled out his notebook.

Under the flyer, he scribbled:

Bored.

Saving is boring.

I miss cartoons.

Day Five brought chores and math practice. Grandma handed him a page of sums.

“Five coins,” she said. “If you don’t race through them and actually get them right.”

He sighed dramatically.

But something strange happened.

By sum six, he had gotten into a rhythm. By sum ten, he wanted to check his answers without being asked.

By the end, he smiled.

And grandma added five coins to the jar.

By the third week, the coin jar was nearly full.

That evening, as he counted again, Grandpa sat beside him.

“You’ve done well.”

Mario grinned. “Watch time?”

“You tell me,” Grandpa said. “Is the job done?”

Mario paused. “Almost. One more page of writing. And I need to feed the dog.”

“Still playing the Five-Coin Game?”

Mario looked at the jar. “It’s not just about the coins anymore. It’s like... ticking off stuff feels good.”

Grandpa nodded. “Earning feels better than waiting, doesn’t it?”

Mario thought for a moment. “I thought buying the watch would be the best part. But now I think... this was.”

The next day, Mario handed his coin jar to Grandma.

“Fifty coins,” he said proudly. “I counted twice.”





Grandma opened the top drawer and placed a matching set of coins next to his. “Fifty from you. Fifty from us. The watch is yours.”

Mario held the package in both hands.

He had wanted this watch more than anything.

But now, it wasn't just a cool gadget.

It was something he'd earned.

Every tap, every glow, every beep — a reminder that waiting, doing, and trying had been the real win.

THE END

THE EARN-IT EXPERIMENT

What you need:

A clear jar or small box, paper slips, and a few stickers or tokens (you can use real coins if you wish).

HOW TO DO:

- 1 Together with your child, pick one reasonable item or goal they'd like to earn — something exciting but not instant (a book, a game, a sports accessory).
- 2 Make a list of small, age-appropriate tasks they can do independently — such as folding clothes, feeding a pet, or finishing homework without reminders.
- 3 Assign a simple earning system (for example, one token or “five-coin point” per completed task). Each token goes into the jar as a visible record of progress.
- 4 Let the jar fill slowly over time. Don't rush it — the goal is to make the waiting part meaningful.

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- 5 When the target is reached, celebrate the effort, not just the purchase. Ask: “What part made you proudest — saving up or spending it?”

Reflection/Purpose: This activity helps children connect effort with outcome and develop real ownership over what they earn. It encourages consistency, patience, and intrinsic satisfaction — values that shape lifelong responsibility. Just as Mario discovered, the real “win” isn’t the watch or the prize, but the quiet pride of having earned it honestly, step by step.



FIVE FASCINATING FACTS ABOUT THE INCREDIBLE WORLD OF COINS



1. SAMURAI TRAINED TO ACT IN A HEARTBEAT

The very first coins were made around 600 BCE in the ancient kingdom of Lydia (modern-day Turkey). They were a mix of gold and silver called electrum, stamped with lions, kings, and even flowers. Imagine carrying history in your pocket that old!

2. EVERY COIN TELLS A COUNTRY'S STORY

From emperors and explorers to animals and space missions, coins are like tiny history books. India, for instance, once issued coins made of punch-marked silver thousands of years ago, while modern ones celebrate freedom fighters, scientists, and festivals.

3. THERE'S A COIN THAT ISN'T ROUND

Not all coins are circles! Some from countries like Fiji and the Isle of Man are shaped like squares, hexagons, or even scallops. The famous 50-pence piece in the UK has seven sides — made that way so vending machines can still recognise it.

4. THE WORLD'S HEAVIEST COIN WEIGHS AS MUCH AS A POLAR BEAR CUB

In 2007, Canada created the Big Maple Leaf — a pure gold coin weighing 100 kilograms and worth more than 1 million Canadian dollars. Only six were made, and one was even stolen from a museum in Berlin (no one knows how they carried it!)



5. COINS TRAVEL FURTHER THAN YOU THINK

A single coin can pass through thousands of hands in its lifetime, crossing cities, countries, and decades. Some collectors even trace the marks and scratches to learn where they've been. Every scratch is a story — a whisper of trade, travel, and time.



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THE MARKET LESSON

The bazaar was buzzing that Saturday morning — the smell of roasted chestnuts, the clink of copper lamps, and the chatter of shopkeepers calling out their deals.



Emir held five lira coins tightly in his palm. They were warm from his hand — his savings from weeks of little chores: carrying groceries, watering the garden, even teaching his neighbour’s kid a math trick.

“Don’t spend it all in one place,” his mother teased.

“I won’t,” he said — though he wasn’t so sure.

At the toy stall, something shiny caught his eye — a miniature football with golden stripes. “That’s it,” he thought. “That’s what I’ve been saving for.”

He was about to hand over his coins when a soft voice called behind him.

“Hey, could you help me?”

It was Leyla, a classmate he barely knew, holding a box of keychains she’d made to raise money for the animal shelter. “They’re five lira each,” she said shyly. “I just need to sell three more.”

Emir looked down at his coins. Five. Exactly five.

He turned toward the football again — bright, perfect, waiting — and then back at Leyla’s box of handmade, uneven keychains.

He sighed. “This is harder than it looks.”

The shopkeeper grinned. “Ah,” he said, “the first real test of a wise spender.”

And then...

- What did Emir decide to do — buy the football or the keychain?
- How did his choice make him feel later?
- What might his mother or friends say when they found out what he chose?
- Did he regret it or realise he’d earned something bigger than what money could buy?
- What would you do if your five coins could buy joy for yourself — or kindness for someone else?

Your turn to finish the story

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