In-Class Game

The Change Game

Get Ready	/ !
-----------	------------

Separate the class into groups of four.

- The Change Game master, p. 8
- Play Money master, p. 9
- scissors 🤻
 - 2 pairs of number cubes for each group [1]



Get Set!

Make a copy of the Change Game master on page 8 for each student in the class. You may want to make several copies of the Play Money master on page 9 and have the students cut them out for use with this game. Give each group two pairs of number cubes.

e Go!

- A player rolls the first pair of number cubes. The sum of the numbers shown determines the money to be exchanged. For example, if 5 and 2 are rolled, \$7.00 must be exchanged. The same player rolls the second pair of number cubes. The sum of the numbers shown determines the number of bills and/or coins required to make change. So, if 3 and 3 are rolled, 6 bills and/or coins must be used to make change for \$7.00. This is possible by using one \$5.00 bill, one \$1.00 bill, and four quarters.
- Every exchange should be equivalent in money value. If this is possible, the player scores 5 points. If not, the player loses 1 point for every additional coin or bill needed. The player also loses 1 point for each coin or bill if fewer of these are needed. So, if 5 bills are used instead of 6, the player scores 5 - (6 - 5) or 4 points. If 9 bills are used instead of 6, the player scores 5 - (9 - 6) or 2 points.
- A player gets a bonus of 2 points if double numbers are rolled and a bonus of 5 points if double numbers are rolled both times. The winner is the first to score 50 points.

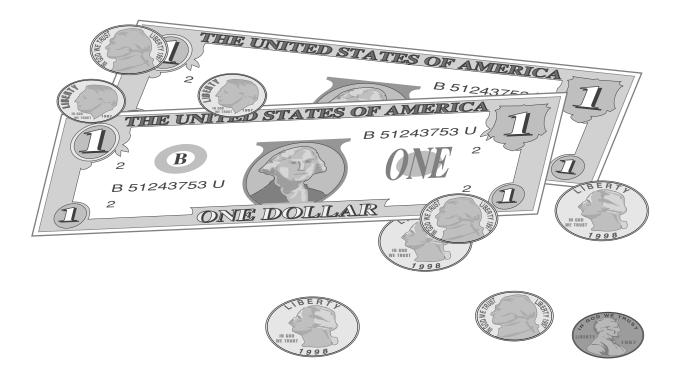
Name	Date

In-Class Game

The Change Game

Work in groups of four.

- A player rolls the first pair of number cubes. The sum of the numbers shown determines the money to be exchanged. For example, if 5 and 2 are rolled, \$7.00 must be exchanged. The same player rolls the second pair of number cubes. The sum of the numbers shown determines the number of bills and/or coins required to make change. So, if 3 and 3 are rolled, 6 bills and/or coins must be used to make change for \$7.00. This is possible by using one \$5.00 bill, one \$1.00 bill, and four quarters.
- Every exchange should be equivalent in money value. If this is possible, the player scores 5 points. If not, the player loses 1 point for every additional coin or bill needed. The player also loses 1 point for each coin or bill if fewer of these are needed. So, if 5 bills are used instead of 6, the player scores 5 (6 5) or 4 points. If 9 bills are used instead of 6, the player scores 5 (9 6) or 2 points.
- A player gets a bonus of 2 points if double numbers are rolled and a bonus of 5 points if double numbers are rolled both times. The winner is the first to score 50 points.



In-Class Game

Play Money

