



## In-Class Game

### *The Change Game*

#### ● Get Ready!

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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 

#### ● Get Set!

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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.

#### ● Go!

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- 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

## 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.
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- 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.



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## Play Money

