



# Collect \$2.00

## You need

- pennies, dimes, and dollars



- number cube, 1–6



- number cube, 7–12

- Collect \$2.00* Recording Sheet

Name \_\_\_\_\_ Date \_\_\_\_\_

Trading Stickers, Combining Coins

### Collect \$2.00 Recording Sheet

Play *Collect \$2.00*. On each turn, write down the amount you collect and the total you have.

	How much did you collect?	How much money do you have now?		How much did you collect?	How much money do you have now?
Turn 1			Turn 16		
Turn 2			Turn 17		
Turn 3			Turn 18		
Turn 4			Turn 19		
Turn 5			Turn 20		
Turn 6			Turn 21		
Turn 7			Turn 22		
Turn 8			Turn 23		
Turn 9			Turn 24		
Turn 10			Turn 25		
Turn 11			Turn 26		
Turn 12			Turn 27		
Turn 13			Turn 28		
Turn 14			Turn 29		
Turn 15			Turn 30		

Session 1.7 Unit 1 M19

## Play with a partner or in a small group.

- 1 Players take turns rolling the number cubes and collecting the number rolled in coins.
- 2 After taking the amount rolled, players may trade coins for equivalent amounts if they choose to. For example, a player could trade 10 pennies for 1 dime or 10 dimes for 1 dollar.
- 3 Players figure out how much money they have after each turn. They record the amount they collected and the total they have on their *Collect \$2.00* Recording Sheets.
- 4 The game is over when each player has collected \$2.00.