

## Race to a Dollar

**Materials:** a die, any of the 3 “Race to a Dollar” mats (from our internet site), masking tape, scissors and a bag of coins (real or homemade)

**Directions:** Sit across from each other. Each has a mat and a bag of coins. Take turns rolling the die and placing the amount of cents on the mat that is on the die. As the game progresses, make change so that each player has the smallest number of coins on the mat at all times. The player who first has two half-dollars on the mat wins.

Alternative mat game: Change the faces of the die to 5, 10, 15, 20, 25 and 30 with the masking tape. Play the game with the mat that has no pennies column. It will be a faster game.

## The Making Change Game

**Materials:** a bag of coins and some paper money (real or homemade).

**Directions:** There are two games involving making change. In the easier one, the child plays the storeowner. The older player plays the customer. The customer makes a purchase that is slightly less than a dollar amount, for instance, \$3.87. The customer makes the purchase with bills, in this case \$4 or \$5 dollars, and the storeowner gives the exact amount in change. In this case, the storeowner gives three pennies and either a dime or two nickels in change.

In the more advanced game, the Smart Change Game, after the child can make change, the child plays the customer. The older player plays the storeowner and tells the customer the price of his purchase (again, an amount slightly less than a dollar amount). The younger child is obligated to make the “smartest” change, in other words, the amount that involves the fewest bills and coins and the fewest bills and coins in change (or the amount that gets rid of unwanted pennies). In the case of a \$4.78 purchase, with the advanced rules for making change, the smartest amount of money the customer can give is \$5.03. The customer gives one \$5 bill and three pennies and receives a quarter in change.