

Roll to \$100



Purpose of Activity

This activity is designed to familiarize students with the different denominations of currency while allowing students to count, add, and trade money.

Concepts taught: counting money, adding numbers, trading money

Materials Needed

- Printed play money
uscurrency.gov/playmoney
- Pencils
- "Roll to \$100" worksheets
- Dice

Instructions

- 1 Print the play money and one "Roll to \$100" worksheet for each pair of students.
- 2 Assign each student a partner, and give each pair one "Roll to \$100" worksheet, a pencil, a die, and some play money.
- 3 Tell the students that each number on the die represents that number of dollars. The students take turns rolling a die and adding the dollars together until one of them reaches \$100. (For example, if the die lands on a three, it stands for \$3. The student would write a three in their column on the worksheet
- 4 and then collect three \$1 bills. The next turn he/she rolls a six, adds it to the three in their column on their worksheet and collects six more dollars. Now he/she has a total of \$9.) The students will trade their notes in for bigger denominations when they can (e.g., trading in five \$1 bills for a \$5 bill).
- 5 This continues until one of the players reaches \$100.
- 5 Collect the worksheets from the students when they are finished to monitor their addition skills.

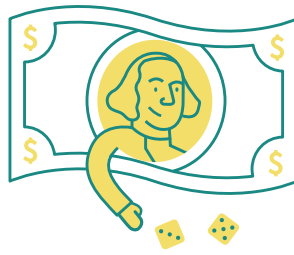
Level of Learning

Level One: Reduce the game to "Roll to \$50" or pair the students with higher learners.

Level Two: Follow the activity as written above.

Level Three: Increase the game to "Roll to \$1,000 and allow the students to use two dice. In this case, the students total the numbers on the dice and then add a zero. For example, if they roll a 12, it would be equal to \$120. You can also make one number (for example, a "5") a subtraction number. Every time a five is rolled, the student would subtract \$50 from their total.





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Player 1

Player 2
