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 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).

4. 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.
# Roll to $100

<table>
<thead>
<tr>
<th>Player 1</th>
<th>Player 2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>