

Building Skills through Games

In Unit 2, your child will practice numeration and money skills by playing the following games:

Rolling for 50

Players roll a die to navigate their way on the number grid. The first player to reach FINISH wins the game!

Top-It

Each player turns over a card from the deck. Whoever has the higher number card keeps both cards. The winner is the one with more cards when the whole deck has been turned over.

Penny Plate

Starting with a plate and a specified number of pennies, one player turns the plate upside down, hiding some of the pennies. The other player counts the visible pennies and guesses how many pennies are hidden under the plate.

Penny-Nickel Exchange

Partners put 20 pennies and 10 nickels in a pile. Each player rolls a die and collects the number of pennies shown on the die. Whenever players have at least 5 pennies, they say "Exchange!" and trade their pennies for a nickel. The game ends when there are no more nickels left. The player with more nickels wins.

High Roller

Players roll two dice and keep the die with the greater number (the "high roller"). Players roll the other die again and count on from the "high roller" to get the sum of the two dice.



5, 6, 7
The sum is 7.