1. In this game, the winner will be the person who, in six turns, has collected dimes and pennies which total closest to $1.00
2. Place the dimes and pennies in two piles in the middle of the table/between the players.
3. Players take turns rolling the die. The player will take the exact number of either dimes or pennies as shown on the die. For example, if the die shows the number “5,” the player might take 5 pennies or 5 dimes.
4. Players put their dimes in the dime column and their pennies in the penny column on the recording sheet, and write the value of the coins they picked up after each turn.
5. As the rolls add up, so will the coins. Whenever a player gets ten pennies, that player must trade them for one dime, and place the dime in the correct column.
6. After six turns, everyone stops and counts up the money. Who got closest to $1.00? That’s the winner!



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