



Name _____

Date _____

Bills Beyond \$10.00

Directions: Circle all of the \$20.00 bills.



Directions: Circle all of the \$50.00 bills.



Directions: Circle all of the \$100.00 bills.



Breaking into the Bank 1

Directions: Circle all of the _____ . (write in coin)





Monominoes

2–4 players

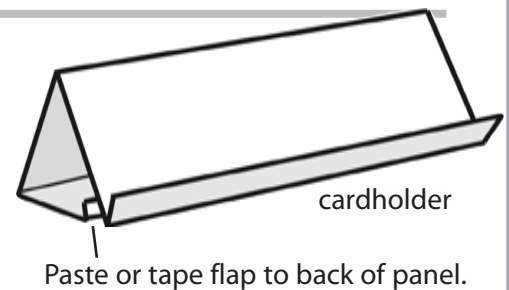
Objective

The objective of Monominoes is to match coins/bills of the same value. For example, match penny to penny, nickel to nickel, or dollar bill to dollar bill.

Materials

Monominoes cards with coins/bills or blank spaces, a cardholder for each player, a coin for tossing.

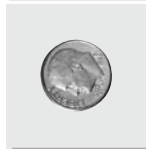
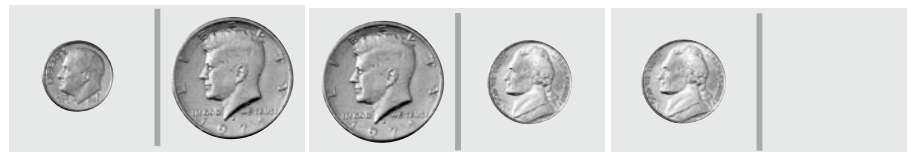
Prepare game materials by photocopying pp. 58–61 for each player. Laminate pages for durability; cut out the monominoes; cut and assemble card holders by folding and gluing or taping them.



Directions

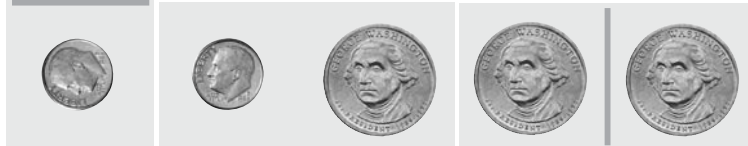
1. Before playing, turn all of the monominoes face down and mix.
2. Each player selects five monominoes and places them on their cardholder so opponents can't see them.
3. Flip a coin to see which player goes first. The winner of the flip starts. Play moves to the left.
4. Player One selects a monomino from his cardholder and places it face-side up on the table. Then, Player One draws another monomino and puts it on his cardholder. (Every time a monomino is played, a player must draw another.)

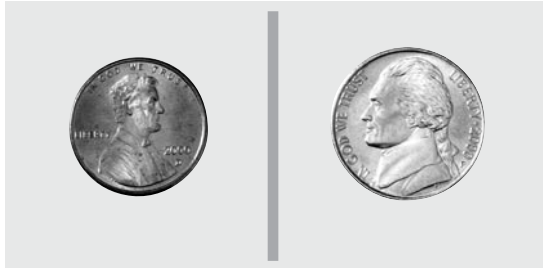
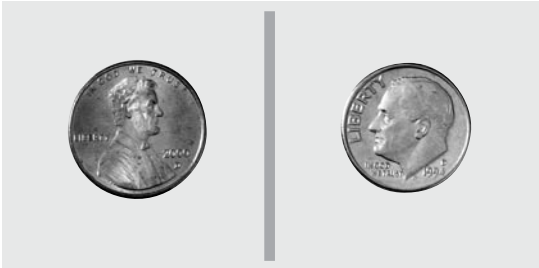
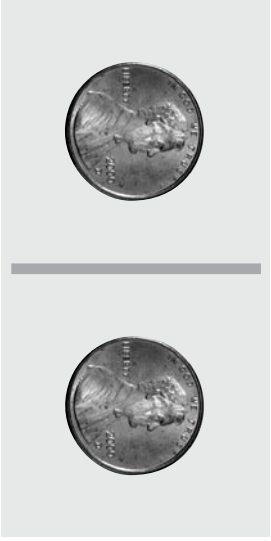
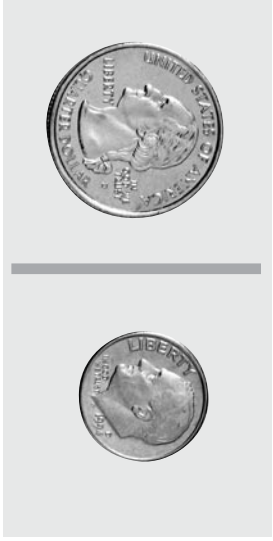
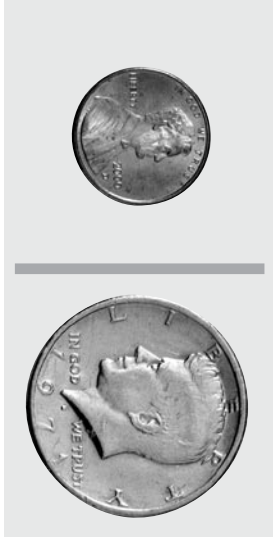
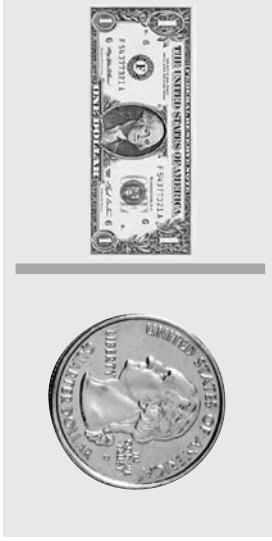
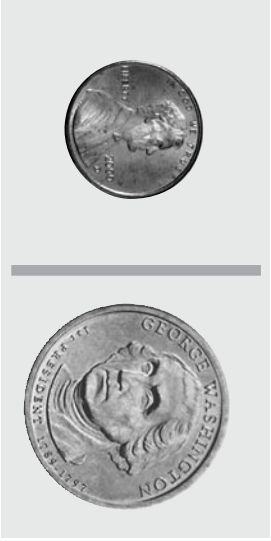
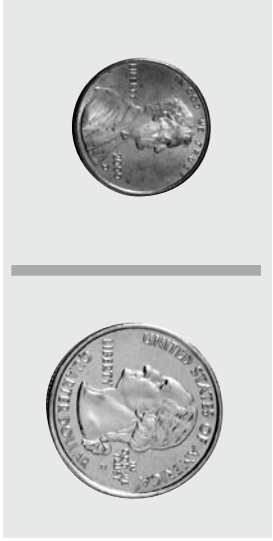
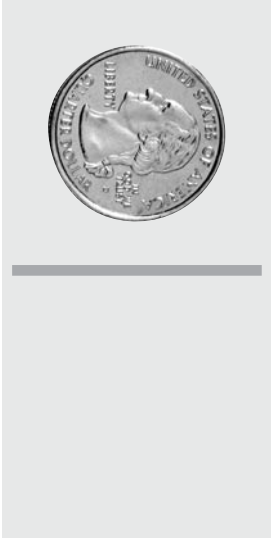
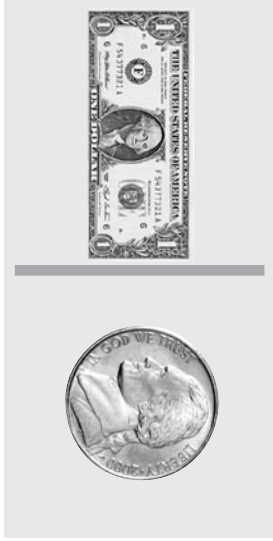
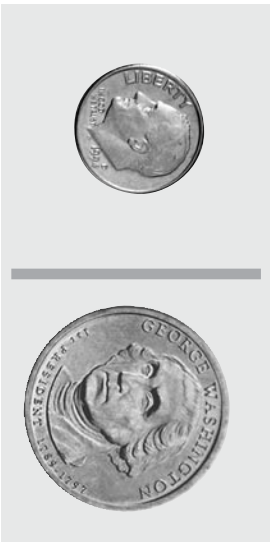
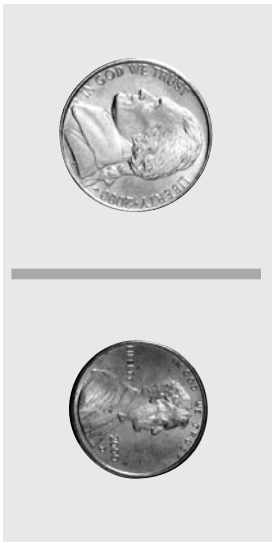
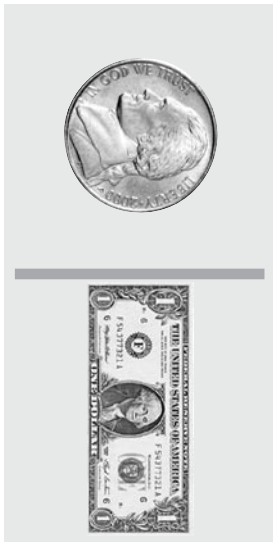
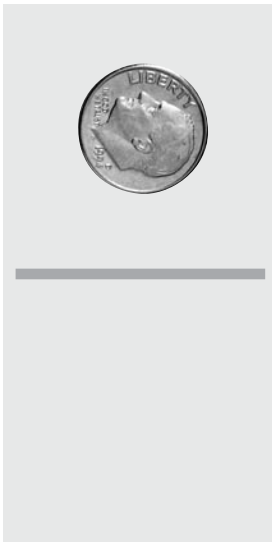
5. Player Two should try to match one end of the monomino on the table. For example, if that monomino has a dollar coin on one end, it should be matched with another dollar coin monomino. Blanks are matched to blanks.

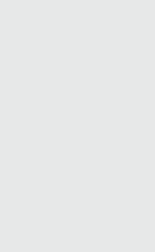


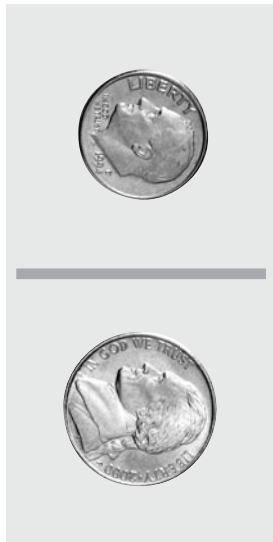
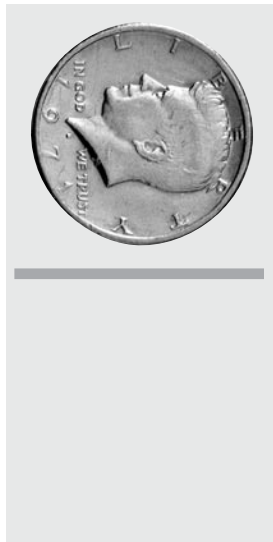
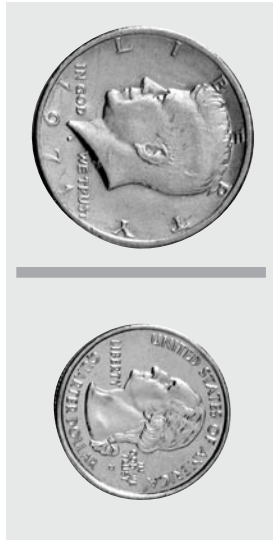
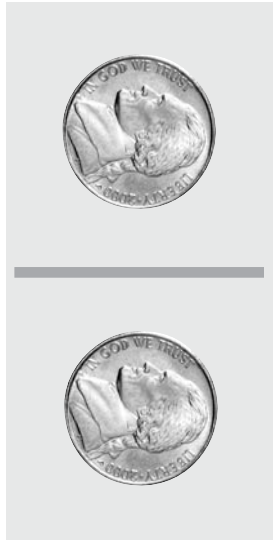
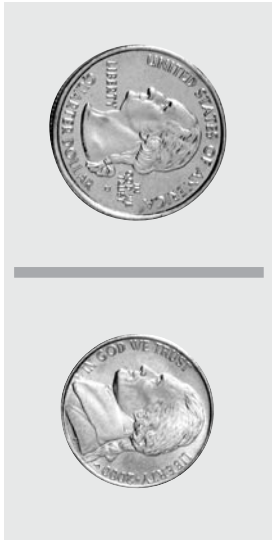
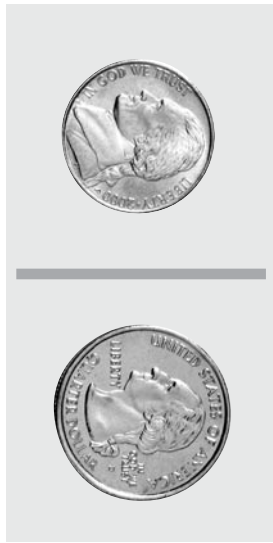
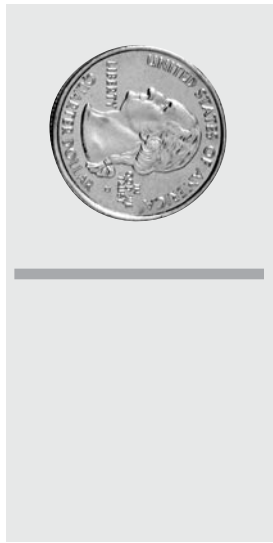
Play Monominoes lengthwise as shown.

6. A player must match a monomino if he has a card that matches; otherwise, player must pass.
7. The game continues until a player has no monominoes left or until no one can make a play. Then, the player with the fewest cards left on the cardholder wins.

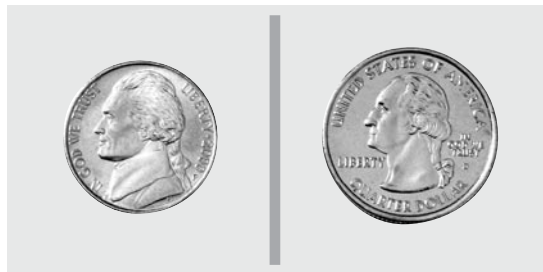








Extra blanks for
Teacher-made
Monominoes:
paste bill/coin
images on each.



Paste in this area

FOLD

FOLD

FOLD

FOLD UP TO MAKE SHELF