

ACTIVITY NAME: GAMES OF CHANCE

EDUCATIONAL AREA OF REFERENCE : use of money

GOALS/OBJECTIVES:

- Have children "handle" money especially 10- and 50-cent and 1- and 2-euro coins
- Recognize and count 1 and 2 euro and 10 and 50 cent denominations
- Highlight some "equivalencies" or exchanges

NUMBER OF PARTICIPANTS: 1 to 9

TIME REQUIRED: 2 hours

DESCRIPTION:

The afternoon will be devoted to "games of chance," games such as those played at home on New Year's Eve in which "money" is played.

We will use only 1 and 2 euro coins and 10 and 50 cent coins for these games.

Everyone will be able to play with 3 euros in total.

The choice of coins is because these denominations lend themselves to easier counting than other cent denominations, and the coins are easier to distinguish from each other.

The ceiling is to allow everyone to play in a balanced way.

In order to allow the children to have such coins, it is a good idea for the person leading the game to obtain a certain amount to make any changes.

Before starting to play we "master " a bit of recognition and counting among these.

You also have the following reminder:

YELLOW CENTS



EURO



WE CAN CHANGE THEM LIKE THIS



You try to count and change money. The the game is started.

There are 3 game tables organized, each group plays for half an hour on that table and then at the sound of a whistle we switch tables. If the boy is alone or the group is small you make a single table where you alternate games.

At home it can be simply 3 games to alternate.

At each table there is a game leader. The game leader at the beginning must have some cash in the denominations indicate above.

At the end of the round boy counts how much money he has and checks wheter he won or lost. It ends with a snack all together.

The games planned are:

Table 1. Horse races.

Materials: A deck of Italian cards.

Description: All horses are placed on the table lined up and players are invited to bet (minimum bet 10 cents, maximum 50), then the cards in the deck begin to be turned over and added in a row after the horse, the suit that is completed first wins double its stake, the others lose.

Table 2. Lucky numbers

Materials: a die with dots, a sheet of paper for each player on which the numbers 1-6 are written.

Each player buys a card (numbers sheet) at a fixed price 50 cents. Each player in turn rolls the die and erases on their sheet the corresponding number (number/quantity matching), if they have already erased it they pass without doing anything, the 1 who erased all their numbers wins. The winner doubles the stake.

Table 3. To the highest

Material: 2 dice with numbers written on them

Each player to roll pays 10 cents. He rolls both dice, if the sum is more than 6 he wins, if it is 6 or less than 6 he loses (recognition number symbols, sum small numbers). He wins double the stake.

Two players can challenge each other "To the highest," the loser gives up his (free) stake to his partner

Author's name: AIPD