

CAPTURE THE CENTER

- LEVEL:** Grades 2-3
- SKILLS:** counting mixed change
- PLAYERS:** groups of 4-6 sitting in a circle
- EQUIPMENT:** mixed coins (nickels, dimes, quarters) or bingo chips, one decadic (00-90)
- GOAL:** to be the player to put down the last coin to equal the target number rolled on the die.

GETTING STARTED: Play starts by one player rolling the decadic to establish the target number for the round. The player to the left of the roller begins by selecting any coin, verbalizing its value, and placing it into the center. The next player to the left adds any coin to the center, and verbalizes the accumulated total out loud. Each player in order selects and adds their coin to the accumulating total in the center. Players may not go over the target on the die. Players always re-roll when 00 is rolled.

EXAMPLE:

Player One rolls:



Target = 60¢

Player One places



Accumulated total 25¢

Player Two places



25¢ + 10¢ = 35¢

Player Three places



35¢ + 5¢ = 40¢

Player Four places



40¢ + 5¢ = 45¢

Player One places



45¢ + 10¢ = 55¢

Player Two places



55¢ + 5¢ = 60¢

Player Two hits the target and captures all the coins. A new target is now rolled by the player who “captured the center” and the player to their left starts the next round.

NOTE: If play money is not available, have students use bingo chips. You will need three different colors to designate quarters, dimes and nickels. Players should have 5-10 of each color/coin.