

LEARN ABOUT

MAKING CHANGE

A GAME OF SPEED & SUBTRACTION

For 2-4 Players

DIRECTIONS

A basic knowledge of subtraction is necessary for play.

EACH PLAYER RECEIVES:

- 9 pennies (1¢)
- 5 nickels (5¢)
- 5 dimes (10¢)
- 4 quarters (25¢)
- 5 one dollar bills
- 2 five dollar bills
- 1 ten dollar bill
- 1 twenty dollar bill



Harriet Tubman and the Twenty-Dollar Bill

Harriet Tubman was an African-American abolitionist and activist who lived from 1822 to 1913. Born into slavery, she escaped, and dedicated her life to helping other slaves travel north to freedom via the Underground Railroad. In 2016 U.S. Treasury Secretary Jack Lew announced that Harriet Tubman would replace Andrew Jackson on the twenty-dollar bill; the new bills are slated to enter circulation around 2020. Andrew Jackson, seventh President of the United States, is known for signing the Indian Removal Act, which forcibly relocated most Native Americans and caused widespread death and sickness. He opposed abolitionism and supported slavery.

The object of Making Change is to collect the most Item Cards, earned by being the first player to make the correct change for the item. Players use mental math to subtract the price of the item from the amount paid to decide what change should be given. Players may use any correct combination of bills and coins, developing the practical skill of using money.

Introductory Cards

There are eleven Item Cards for which correct change can be made with a single coin or bill. For sorting purposes, these are marked with a star on the answer side, and can be used to introduce the game to younger players.

- Choose the size of the Game Deck. We recommend starting with games of fewer rounds and working up to the whole set of items. Beginners may start with the 11 Introductory Cards (marked with stars on the answer side). For the next challenge, mix in 10 additional Item Cards, eventually working up to 20, 30, and 40 item games. When your subtraction skills are strong, try a game using all 50 Item Cards!

- Place the cards that will be the Game Deck picture-side up in the Draw Box. Put aside the additional cards.

- Oldest player goes first. Player draws the top Item Card from the Draw Box and places it so everyone can see the picture of the item, the amount paid, and the item's price.

- Using the money they have been allotted, players rush to make the correct change for the transaction (the difference between the amount paid and the

price listed for the item). As soon as they have made the correct change, players push it forward toward the card and say "Ka-ching!" Even if the first player is much faster than the others, all other players must also finish making their change and say "Ka-ching!" before the round ends.

- The player who drew the Item Card then turns it over and the first player's change is counted to confirm that it is correct and matches the amount written on the back of the card. If correct change was made, the Item Card is awarded to the first player as the winner of the round. Play proceeds clockwise with the drawing of another Item Card. If the first player's change was incorrect, the second fastest player's change is counted and if it is correct, the Item Card is awarded, and play continues. If no player makes the correct change, the Item Card is placed back in the Game Deck.

- Play proceeds until all the Item Cards in the Game Deck are used. After the last round is finished, players count the Item Cards they have been awarded. The player with the most Item Cards wins the game.

Variation:

You will notice that the Item Cards are color coded into ten different categories. Players follow the rules above, but when counting the cards at the end of play, award an extra 2 points to the player with the most categories represented. Award an extra 3 points if a player has all five items in a category. When playing this variation, be sure that complete categories are included when the Game Deck is assembled.