



# CALCULATING WITH AUSTRALIAN NOTES AND COINS

## Coin exchange

The aim of this game is to be the first player to get the \$10 note!

You will need:

- Lots of fake coins of all denominations (placed in the middle of the group)
- One \$5 note per player (placed in the middle of the group)
- One \$10 note (this is the ultimate prize)
- A coin die

How to play:

- Each player should roll the die. The person who rolls the highest value goes first.
- One at a time, roll the die and collect the coin that comes up.
- After each turn, the player can exchange their coins for others. For example, if you have five 10 cent coins, you can exchange them for one 50 cent coin, or if you have three \$2 coins you can exchange them for one \$5 note and a \$1 coin.
- The winner is the first player to be able to exchange their coins for the \$10 note.

Note: if you are running out of a particular coin, check if anyone can exchange theirs for a higher coin (e.g. if someone has lots of 5 cents coins, exchange them for a 50 cent or one dollar coin).

Option:

- You can set a time limit and the winner is the player with the highest value of money at the end of the time.