

No More Pennies

The game is designed for children 6 and 7 years old.

Two to 3 play at a time with adult supervision.

No More Pennies demonstrates to the players situations where “*borrowing*” is necessary.

A physical change has to be made to the “set of ten” pennies to remove the requested pennies from the game dollar.

This change in the structure of the pennies is called “*borrowing*.”

The first time **No More Pennies** is played, do not use the player record sheet. It will be used later to teach the notation of the act of borrowing.

No More Pennies should be played and recorded as the introduction to the notation of borrowing used in subtraction before playing **Race to the Start**.



To Play No More Pennies

- Place one hundred pennies (that is 10 “TENS”) on a *Game Dollar* in front of each player. The “TENS” were made while playing **The Dollar Game**.
- Also place at least 15 “ONES” for each player in the *Borrowing Exchange* in the center of the table. *The Borrowing Exchange* is where 1 “TEN” is exchanged for 10 “ONES.”
- The first player to remove all the pennies from his game dollar is the winner.

Example of Play:

- 1** The first player throws two dice (8 and 5) and finds their sum (13) using the *1 to 20 Chart*.
- 2** The player exchanges 1 “TEN” for 10 “ONES” in the *Borrowing Exchange*. The first player still has 100 pennies (9 “TENS” and 10 “ONES”).
- 3** The player now removes 13 pennies (1 “TEN” and 3 “ONES”) from the *Game Dollar* placing them in the *Borrowing Exchange*.



- 4** Eighty seven pennies (8 “TENS” and 7 “ONES”) remain on the first player’s *Game Dollar*.
- 5** Play moves to the next player on the left who also begins by throwing 2, 10-sided dice and finds their sum ($5 + 4 = 9$).
- 6** The player exchanges 1 “TEN” for 10 “ONES.”
- 7** The player removes the sum of the dice: 9 from the *Game Dollar* placing them in the *Borrowing Exchange*.
- 8** The player notes the number of pennies remaining on the *Game Dollar*. (91 pennies are on the game dollar.)
- 9** The exchange 1 “TEN” for 10 “ONES” is only done when necessary to remove the required number of pennies.
- 10** Play continues until the dice throw sum is equal to or greater than the number of pennies on the *Game Dollar*. Then we have a winner.



A player record sheet for **No More Pennies** is included.

Players should continue playing **No More Pennies** until they master borrowing and its notation. Then they will be able to subtract and play **Race to the Start**.

No More Pennies shows what is happening when it is necessary to borrow.

Race to the Start, the next game in the series, shows the method of notating borrowing or requires that notation to find the correct square for a move.