

Task Group: School Day

Kentucky Academic Standard(s): [KY.2.MD.8](#), [KY.2.NBT.5](#)

Numeracy Target: Beginning to solve 2-digit +/- without materials using strategies based on place value

School Day

I am learning to solve addition and subtraction tasks involving ones and tens.

Materials:

School Day game board Dimes and pennies Pawns/game pieces Dot Die

Directions:

This game is played like Monopoly:

Set Up:

1. Choose one player to be “banker”.
2. All players will place their pawns on the “Pay Day” space.
3. Banker gives each player four dimes to begin.

Game Play:

1. The youngest player goes first. Play continues to the right.
2. On their turn:
 - a. Roll the die, counts the number of dots, and move your pawn the same number of spaces.
 - b. Follow the directions on the space and add/subtract that numbers from your previous total on their check book.
 - c. Say your new total.
 - d. If you land on a “chance” space, follow the directions in the middle of the game board.
 - e. You will get four more dimes from the banker each time you pass the payday space. Do NOT stop on the payday space.
 - If you run out of money, say “I lost my lunch money”, and return to the pay day space. At the start of your next turn you will receive a payday before rolling the dice.
3. The player with most money at the end of the game wins!

Game adapted from Scotty Bratcher's (Grayson County Public Schools) Original Version.