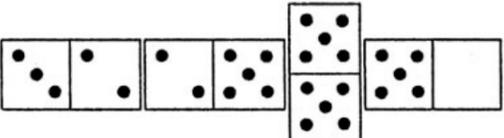


# Money Dominoes Game

DESCRIPTION				
The basic game of dominoes is used to increase familiarisation of the players with Australian currency.				
TIME				
10 – 20 minutes				
AGE APPROPRIATENESS				
4-6	6-8	9-11	12-14	15-18
•	•	•	•	•
LEARNING OUTCOMES				
<ul style="list-style-type: none"> <li>• Develops help-seeking behaviour</li> <li>• Identification / familiarisation of currency</li> <li>• Increases financial vocabulary</li> </ul>				
INSTRUCTIONS				
<p>Facilitator to prepare domino cards depending on children’s age, grade and educational level allowing older players to match images and numerical representation of Australian currency.</p> <p>Place all the dominoes face down on the table and mix them. When playing with two to four players each player takes five dominoes.</p> <p>Hold the pieces up with the images facing you. Do not let the other players see your dominoes. The remaining dominoes become the ‘bank’.</p> <p>Each domino is divided into two parts or ends. A double domino contains matching ends. The player who draws the double domino with the highest total value places it in the centre of the table to begin the game. Play then proceeds to the left. (If no double was drawn, all dominoes are returned to the draw pile, remixed and redrawn).</p> <p>The second player then tries to match one domino card to either end or side of the double. The next player may play either the remaining double or match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn. Dominoes are placed lengthwise rather than at right angles, except in the case of a double as shown.</p> <p>Players match ends of the dominoes but may play to either end or to either side of a double, thereby giving two new directions in which to place dominoes. <i>The dot example is provided for illustrative purposes.</i></p>				
				

<p>If a player cannot match the ends at any open end of a row, they must pick from the bank until able to play a domino. If the player draws the last domino and still cannot play, they pass and then try again on their next turn. A player must play a domino if able to do so.</p> <p>Play continues until one player has used all of their dominoes or until no one can play. If no further plays can be made and all dominoes have been drawn, the player with no dominoes or with the least value on their remaining dominoes wins the round.</p> <p>Rounds continue and the game is played to a time limit.</p> <p>Variation – for increased learning with older players scores can be calculated as follows.</p> <p>The winner of a round subtracts the total value of their points (if they have any) from the sum of each opponents’ remaining dominos and adds those amounts together for the winner’s total score. For example: player A had the least value of dominos left in their hand (40c). Player B had a total of \$10.60 and player C had a total of \$45.30. Player A subtracts 40c from both player B and player C: <math>\\$10.60 - \\$0.40 = \\$10.20</math>, <math>\\$45.30 - \\$0.40 = \\$44.90</math>. Player A’s score would be <math>\\$55.10 (\\$10.20 + \\$44.90)</math>.</p> <p>To begin a new round, turn all the dominoes face down, mix them up and each player draws new dominoes. Every round is played the same way as the first, beginning with the player who has the highest double domino.</p>
RESOURCES
<ul style="list-style-type: none"> <li>• Money Dominoes Cards</li> <li>• Paper, pens and calculator</li> </ul>
QUALITY ASSESSMENT
<ul style="list-style-type: none"> <li>• Improves understanding of financial systems and strategies</li> <li>• Engages children, teenagers, young adults and parents</li> <li>• Relevant to ACMNA017 and ACMNA059 of the Australian School Curriculum</li> <li>• Suitable for presentation in remote schools</li> </ul>

