

# Money Dice Yahtzee

DESCRIPTION										
<p>Yahtzee is a strategic and planning game. It requires players to compete against others and themselves, to think ahead, consider consequences and make choices for which there are consequences.</p> <p>These skills are important skills to develop when planning for your financial future.</p> <p>The object of Money Dice Yahtzee is to obtain the highest score from throwing five dice.</p>										
TIME										
15 – 30 minutes										
AGE APPROPRIATENESS										
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LEARNING OUTCOMES										
<ul style="list-style-type: none"><li>• Develops help-seeking behaviour</li><li>• Increase skills with financial calculations</li><li>• Develops understanding of loans / lending</li><li>• Increases financial vocabulary</li><li>• Integrates financial and personal planning</li><li>• Demonstrates benefit of developing financial skills</li></ul>										
INSTRUCTIONS										
<p>The game of Yahtzee is played in groups of four - eight players. Younger players will enjoy rolling the dice however they will require assistance with decision making.</p> <p>The game consists of 12 rounds. In each round, players roll the dice and then score the roll in one of 12 categories. A score must be recorded once in each category. The score is determined by a different rule for each category.</p> <p>The game ends once all 12 categories have been scored.</p> <p>The use of money dice rather than standard dice provides opportunity for familiarisation with Australian currency and further learning which requires calculations. Players with sound maths skills will be able to assist less confident players. This interaction should be encouraged with equal emphasis being placed on players trying to tally scores themselves when they are able.</p> <p>To start a selected player (<i>paper, scissors, rock if necessary</i>) rolls all the dice.</p> <p>After rolling you can either score the current roll, or re-roll any or all of the dice.</p> <p>You may only roll the dice a total of three times. After rolling three times you must choose a category to score.</p> <p>You may score the dice at any point in the round, i.e. it doesn't have to be after the third roll.</p>										

<p>To score your combination of five dice, you write the total on the scorecard in one of the available 11 boxes.</p> <p>There are two sections to the score table - the Upper Section and the Lower Section.</p> <p>Once a box has been scored, it cannot be scored again for the rest of that game (except the Yahtzee category), so it is important for players to choose wisely.</p> <p><i>The Upper Section Scoring</i></p> <p>If you score in the upper section of the table, your score is the total of the specified die face.</p> <p>So if you roll:</p> <p>5c – 5c – 10c – 50c – 5c and score in the 5c category, your total for the category would be 15, because there are three 5c which are added together.</p> <p>If the 20c, \$1 or \$2 categories were selected for scoring with this roll, you would score a zero.</p> <p>If placed in the 10c or 50c category, you would score 10c and 50c respectively.</p> <p>A <i>bonus</i> is paid if the total of upper scores is \$11.55 or more. The bonus is \$7.50</p> <p><i>*Note that \$11.55 is the total of three each of 5c, 10c, 20c, 50c, \$1 and \$2s.</i></p> <p><i>Lower Section Scoring</i></p> <p>In the lower scores, you score either a set amount, or zero if you don't satisfy the category requirements.</p> <p><i>Three and four of a kind</i> - for three of a kind you must have at least 3 of the same die faces and you score the total of all the dice. For four of a kind you would need four die faces the same and you score the total of all of the dice.</p> <p><i>Australian Animals</i> is when there are combinations of 5c, 10c, 20c and \$1 – and therefore no 50c or \$2. The score for Australian Animals is \$5.</p> <p><i>Going for Gold</i> is when all of the five die faces are any combination of \$1 and \$2. The score for Going for Gold is \$10.</p> <p>A <i>Yahtzee</i> is five of a kind and scores \$15, although you may elect NOT to score it as a yahtzee, instead choosing to take it as a top row score and safeguard your bonus.</p> <p><i>Dropped it</i> is when you roll anything and be able to put into this category. You score the total of the die faces.</p> <p>The winner is the person with the highest tally at the end of the 12 rounds. Scoring is complicated initially and provides an opportunity to discover scores when adding it up together with the group of players.</p>
RESOURCES
<ul style="list-style-type: none"><li>• Five Money Dice for each Yahtzee player group</li><li>• Yahtzee Scoresheets and pen</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>• Linkages to Australian School Curriculum</li><li>• Suitable for presentation in remote schools</li><li>• Reflecting daily life on remote community</li></ul>

