

Directions -

Cut and laminate pieces. Place pieces in a container or spread facedown on the floor.

Taking turns, students will:

- 1. Guess one coin by saying name and value.
- 2. Select a card from the pile.
- 3. If the card <u>matches</u> guess (show the group to confirm), student keeps card.
- 4. If guess is wrong, put the card back.
- 5. If a Patrick is drawn (the starfish), player gets to <u>take all</u> cards from student sitting beside him/her. Player chooses.
- 6. If a Squidward is drawn (the squid), player must <u>give all</u> of his/her cards to a student sitting beside him/her. Player chooses.
- 7. Player with most cards at end wins.

Differentiate by providing coin ID cards to those who need extra support, limiting the coins to pennies and nickels, quarters and nickels, or changing winning from most cards to most money, etc.



! Marge Sheridan







