Children's Museum of Houston

Bank It!

Play a game to gather the most money.

What you need
Die
Coins (real or pretend)

What to do
1. Taking turns, roll 1 die.
2. Choose the same number of coins as the number of dots you rolled on the die. For example, if you rolled a 4, choose 4 coins.
3. You may now roll again to collect more money or stop your turn to 'bank' your money to save it.
4. You may roll as many times as you like. At any point in your turn, you can stop and "bank your money" to keep it safe.
5. **If you roll a 1 at any time, your turn is over and you have to put back all of the coins you earned that turn.**
6. The first player to collect $5 wins.

Questions to Ask:
- What is your strategy for this game?
- When should you bank your coins?
- Which coins should you pick up first?
- How do you know when to end your turn?

Background:
People use what they know about probability to make predictions and choices, such as when to buy something at the best price before it sells out. Games like *Bank It* can help children see how probability works while having fun. Talk with your students about all the possible numbers you could roll (1, 2, 3, 4, 5, and 6). Try changing up the game and talk about how the new rule changes how you play. Add another "unlucky" number. Add another die that you mark to show which coin you have to take. (You can change the sides on a die by writing on a piece of masking tape and putting it on the side of the die.)

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