

Money Sense Dice Games

Grade 5 Math | Financial Literacy | Teacher notes



BC Math 5 content: monetary calculations, including making change with amounts to 1000 dollars and developing simple financial plans.

Games at a glance

Game	Skills	Players	Time
\$1000 Shopping Spree	Adding and subtracting money to \$1000; estimating	2 to 4	20 min
Cashier Challenge	Making change by counting up; fewest bills and coins	2	15 to 20 min
Save Up!	Income, expenses and a savings plan	2 to 4	20 min

You need

- 2 dice per group (two colours is best: one for the row, one for the column)
- 1 Dice Shop page per group
- 1 game sheet per player, and pencils
- Calculators for checking only

Teaching tips

- Model one turn under the document camera first.
- Name the strategies: counting up, counting back, decomposing.
- Partners check each other's math every turn.

Canada money facts

No pennies since 2013. Cash totals round to the nearest 5 cents, so every Dice Shop price ends in 0 or 5 cents.

Grade 6 stretch

Add 5% GST to each price before buying. Round the total to the nearest 5 cents.

Quick debrief questions

- Shopping Spree: When did you re-roll? Why?
- Cashier Challenge: Which payment made change easiest to count?
- Save Up!: Was your goal too safe, too risky, or just right? What would you change?

The Dice Shop

Everything for sale. Prices in Canadian dollars.



1st roll = **Row**

2nd roll = **Column**

Example: roll 3 then 5 = Row 3, Column 5 = Skateboard

	 Column 1	 Column 2	 Column 3	 Column 4	 Column 5	 Column 6
Row 1 Treats 	 Bubble tea \$6.75	 Poutine \$11.50	 Movie ticket \$14.50	 Box of Okanagan cherries \$18.25	 Slime kit \$22.80	 Large pizza \$24.95
Row 2 Fun 	 Graphic novel \$16.45	 LED strip lights \$34.60	 Basketball \$39.95	 Waterpark day pass \$47.85	 Board game \$54.35	 Bluetooth speaker \$59.45
Row 3 Outdoors 	 Bike helmet \$64.75	 Fishing rod \$72.40	 Hockey stick \$89.95	 Ski hill day pass \$109.00	 Skateboard \$119.50	 Running shoes \$129.35
Row 4 Tech and gear 	 Video game \$79.95	 Instant camera \$98.30	 Wireless earbuds \$149.95	 Camping tent \$184.60	 Gaming chair \$219.70	 Smartwatch \$229.50
Row 5 Big wants 	 Drone \$249.85	 Electric guitar \$289.90	 Snowboard \$319.95	 E-scooter \$349.00	 Mountain bike \$375.25	 Tablet \$399.95
Row 6 Mix 	 Art supply set \$36.85	 Giant stuffed animal \$44.20	 Kayak rental \$55.50	 Ice cream for the class \$68.75	 Hamster and cage \$87.15	 Concert ticket \$165.40

\$1000 Shopping Spree

Spend as close to \$1000.00 as you can.



Name: _____ Partner: _____ Date: _____

 You won a \$1000 gift card to the Dice Shop! You get 10 turns.

How to play

1. Roll for the row, then the column. Find your item.
2. **Buy it, or re-roll once.** After a re-roll you must buy the new item if you can afford it.
3. Buying? Add the price to **Total spent**. Subtract it from **Left on card**.
4. Can't afford it? No purchase this turn.
5. After 10 turns, the player with the **least left on the card** wins.

Check it!

Total spent + Left on card =
\$1,000.00 on every line.

Think ahead

A big item early leaves less room
later. Is that good or bad?

Turn	Item I bought	Price	Total spent	Left on card
Start	Gift card		\$0.00	\$1,000.00
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

I finished with _____ left on my card. My best buy was _____.

Cashier Challenge

Take turns as customer and cashier. Make change like a pro.



Name: _____

Partner: _____

Date: _____

How to play

1. Customer rolls row and column to pick an item.
2. Customer rolls 1 more die to see how they pay.
Use as few bills as possible.
3. Both players find the change on their own sheet.

Count up!

4. Compare. Correct change = **1 point**. Fewest bills and coins = **1 bonus point**.
5. Switch roles. First to **10 points** wins.



Customer pays with **\$20 bills**



Customer pays with **\$50 bills**



Customer pays with **\$100 bills**

Count up example

Bike helmet \$64.75. Paid with four \$20 bills = \$80.00.

$\$64.75 + 25¢ = \$65.00$

$\$65.00 + \$15.00 = \$80.00$

Change: \$15.25 = \$10 + \$5 + quarter (3 pieces)

Canadian bills and coins (no pennies!)

\$100

\$50

\$20

\$10

\$5

\$2 toonie

\$1 loonie

25¢ quarter

10¢ dime

5¢ nickel

Round	Item	Price	Paid with	Change	Bills and coins I'd give	Points
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

Save Up!

Pick something big. Can you save enough in 10 weeks?



Name: _____ Partner: _____ Date: _____

1. Make a plan

My goal (any item \$100 or more): _____ Price: _____

You earn about **\$40 a week**. Weeks I think I need: _____ (Hint: price ÷ 40)

Scoring: Reach your goal and you score its price. A bigger goal scores more, but it is riskier!

2. Each week

1. **Payday:** roll 2 dice, add them, then multiply by \$5.

2. **Life happens:** roll 1 die. Use the table.

3. Update your **Savings**.

Can't pay? Pay what you have. Savings = \$0.00.
No borrowing!

	Birthday money from Grandma.	Add \$25.00
	Flat bike tire. Fix it.	Pay \$18.50
	You washed the neighbour's car.	Add \$15.00
	Bubble tea with friends.	Pay \$6.75
	You lost your water bottle. Buy a new one.	Pay \$22.40
	Garage sale! You sold old toys.	Add \$31.65

Week	Payday (add)	Life happens (add or pay)	Savings
Start			\$0.00
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

3. After 10 weeks: Did I reach my goal? _____ My score: _____

Did my plan work? Why or why not? _____