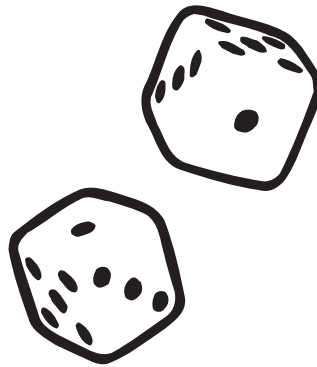


# Money Bingo Activities

## Contents

Directions for Money Bingo Activities .....	72
Penny Bingo Cards A–E .....	73
Nickel Bingo Cards A–E .....	78
Dime Bingo (Level 1) Cards A–E .....	83
Dime Bingo (Level 2) Cards A–E.....	88
Quarter Minus a Die Cards A–E.....	93



# Directions For Money Bingo Activities

## Objectives

- Practice identifying coins.
- Practice counting pennies, nickels, dimes, and quarters.
- Recognize patterns in adding coins.
- Reinforce the directionality concepts of horizontal, vertical, and diagonal.
- Develop cooperative skills by taking turns being the Bingo caller.

**Money Bingo** is a cooperative way to familiarize students with identifying coin names and values and adding coins. The simplicity of the activity makes it a tool for diversifying learning. Some students may find it beneficial to stay with this activity, switching cards after each round, to develop recognition and fluency.

The **Money Bingo** activities may be played with 2–5 teams or players. Teams give students an opportunity to discuss moves and strategies and provide a check on correct computation.

## Materials

- Dice
- Bingo cards (set of 5)
- Tokens (tiles, cubes, chips)

## How to Play

- Each team receives a Bingo card.
- Each team tosses a die. The team with the highest number designates a Bingo caller on that team. Players on the team take turns being the Bingo caller.
- The caller tosses a die or dice and calls out the number. All players agree on the money value of the toss.
- Teams place a token on one of the solutions on their card. If no play is possible, the team loses a turn.
- The first team to get Bingo (5 tokens in a row horizontally, vertically, or diagonally) wins.

## Variations

- Teams place a token on all boxes on their Bingo card containing the solution.
- The winning card must have Bingo diagonally.
- The winning card must have Bingo diagonally and horizontally.
- The winning card must have Bingo diagonally and vertically.
- The winning card must have Bingo horizontally and vertically.
- The winning card must have Bingo diagonally, horizontally, and vertically.

## Discussion

- Is this a game of luck or skill?
- How does playing Bingo help you learn to count money?



# Penny Bingo

Card A

## MONEY BINGO



Die Dot = 1¢

		<b>Free</b>		

























# Penny Bingo

Card B

## MONEY BINGO

Die Dot = 1¢



				
				
		<b>Free</b>		
				
				

# Penny Bingo

Card C

## MONEY BINGO



Die Dot = 1¢

		<b>Free</b>		

# Penny Bingo

Card D

## MONEY BINGO

Die Dot = 1¢



		<b>Free</b>		

























# Penny Bingo

Card E

## MONEY BINGO



Die Dot = 1¢

				
				
		<b>Free</b>		
				
				

# Nickel Bingo

Card A

## MONEY BINGO



Die Dot = 5¢

		<b>Free</b>		

## Card B

# MONEY BINGO

Die Dot = 5¢



		<p><b>Free</b></p>		

# Nickel Bingo

Card C

## MONEY BINGO



Die Dot = 5¢

	 	 	 	
 			  	 
 	 	<b>Free</b>		
	 	 	 	
 	  	 		 

Card D

## MONEY BINGO

Die Dot = 5¢



		 	 	 
 	 	  		 
 		<b>Free</b>		
	 	  	 	
 	 		 	

# Nickel Bingo

Card E

## MONEY BINGO



Die Dot = 5¢

		<p><b>Free</b></p>		

# Dime Bingo - Level 1

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

## How to Play

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card A

<b>MONEY BINGO</b>				
<b>Die Dot = 10¢</b>				
<b>dime</b>	<b>20 pennies</b>	<b>5 dimes</b>	<b>60 pennies</b>	<b>40 pennies</b>
<b>40 pennies</b>	<b>10 pennies</b>	<b>2 dimes</b>	<b>10 pennies</b>	<b>3 dimes</b>
<b>2 dimes</b>	<b>6 dimes</b>	<b>Free</b>	<b>4 dimes</b>	<b>30 pennies</b>
<b>30 pennies</b>	<b>50 pennies</b>	<b>60 pennies</b>	<b>3 dimes</b>	<b>2 dimes</b>
<b>4 dimes</b>	<b>6 dimes</b>	<b>20 pennies</b>	<b>50 pennies</b>	<b>5 dimes</b>



# Dime Bingo - Level 1

## How to Play

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card B

# MONEY BINGO



Die Dot = 10¢

dime	20 pennies	5 dimes	60 pennies	40 pennies
60 pennies	4 dimes	5 dimes	10 pennies	3 dimes
3 dimes	6 dimes	Free	4 dimes	30 pennies
30 pennies	50 pennies	40 pennies	4 dimes	10 pennies
2 dimes	6 dimes	20 pennies	50 pennies	2 dimes

# Dime Bingo - Level 1

## How to Play

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card C

## MONEY BINGO



Die Dot = 10¢

5 dimes	20 pennies	5 dimes	60 pennies	40 pennies
40 pennies	3 dimes	6 dimes	30 pennies	2 dimes
2 dimes	6 dimes	<b>Free</b>	3 dimes	40 pennies
30 pennies	50 pennies	60 pennies	4 dimes	dime
4 dimes	6 dimes	20 pennies	10 pennies	6 dimes

# Dime Bingo - Level 1

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

## How to Play

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card D

## MONEY BINGO



Die Dot = 10¢

6 dimes	20 pennies	4 dimes	60 pennies	50 pennies
40 pennies	dime	2 dimes	10 pennies	3 dimes
2 dimes	6 dimes	<b>Free</b>	5 dimes	30 pennies
30 pennies	60 pennies	50 pennies	3 dimes	dime
5 dimes	6 dimes	60 pennies	50 pennies	4 dimes

# Dime Bingo - Level 1

## How to Play

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card E

# MONEY BINGO



Die Dot = 10¢

dime	20 pennies	5 dimes	30 pennies	40 pennies
40 pennies	60 pennies	3 dimes	60 pennies	2 dimes
3 dimes	6 dimes	<b>Free</b>	4 dimes	30 pennies
60 pennies	50 pennies	10 pennies	3 dimes	10 pennies
4 dimes	2 dimes	20 pennies	50 pennies	5 dimes

## Dime Bingo - Level 2

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card A

# MONEY BINGO



Die Dot = 10¢

<b>2 quarters nickel 5 pennies</b>	<b>2 nickels 10 pennies</b>	<b>dime</b>	<b>7 nickels 5 pennies</b>	<b>quarter nickel</b>
<b>dime 6 nickels</b>	<b>4 dimes 2 nickels</b>	<b>2 dimes 10 pennies</b>	<b>4 dimes 2 nickels</b>	<b>6 dimes</b>
<b>10 pennies</b>	<b>12 nickels</b>	<b>Free</b>	<b>10 pennies</b>	<b>40 pennies</b>
<b>2 nickels 20 pennies</b>	<b>4 nickels</b>	<b>quarter 3 nickels</b>	<b>3 nickels 45 pennies</b>	<b>nickel 5 pennies</b>
<b>nickel 45 pennies</b>	<b>3 nickels 2 dimes 5 pennies</b>	<b>2 dimes</b>	<b>3 dimes</b>	<b>10 nickels</b>

## Dime Bingo - Level 2

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card B

# MONEY BINGO



Die Dot = 10¢

45 pennies nickel	2 dimes 10 pennies	quarter 3 nickels 10 pennies	20 pennies	3 dimes
quarter nickel 10 pennies	dime	12 nickels	10 pennies	4 nickels
2 quarters	4 dimes 3 nickels 5 pennies	<b>Free</b>	4 dimes	dime nickel 5 pennies
dime 2 nickels	2 nickels	quarter nickel dime	2 dimes nickel 5 pennies	quarter nickel 3 dimes
3 dimes 3 nickels 15 pennies	5 nickels 15 pennies	quarter 5 nickels	quarter nickel	nickel 5 pennies

## Dime Bingo - Level 2

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card C

# MONEY BINGO



Die Dot = 10¢

<b>2 dimes</b>	<b>dime 3 nickels 5 pennies</b>	<b>quarter 15 pennies</b>	<b>2 quarters</b>	<b>2 dimes 4 nickels</b>
<b>4 dimes 2 nickels</b>	<b>quarter dime nickel</b>	<b>dime nickel 45 pennies</b>	<b>20 pennies</b>	<b>2 dimes 2 nickels</b>
<b>8 nickels</b>	<b>2 dimes 4 nickels 20 pennies</b>	<b>Free</b>	<b>dime</b>	<b>30 pennies</b>
<b>dime 2 nickels</b>	<b>2 nickels</b>	<b>2 nickels 40 pennies</b>	<b>2 quarters 2 nickels</b>	<b>4 dimes</b>
<b>12 nickels</b>	<b>dime nickel 5 pennies</b>	<b>quarter 5 pennies</b>	<b>10 pennies</b>	<b>quarter 3 nickels 10 pennies</b>

## Dime Bingo - Level 2

### How to Play

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card D

# MONEY BINGO



Die Dot = 10¢

quarter dime nickel	dime 20 pennies	dime 3 nickels 25 pennies	2 nickels	dime nickel 5 pennies
3 nickels 5 pennies	4 nickels	50 pennies	nickel 5 pennies	2 nickels 50 pennies
60 pennies	2 nickels 10 pennies	<b>Free</b>	2 dimes 20 pennies	2 dimes 2 nickels
2 nickels dime	quarter 3 nickels	dime 50 pennies	dime 30 pennies	2 quarters 2 dimes
dime	quarter 15 pennies	quarter 2 dimes nickel	3 nickels 5 pennies	2 dimes

## Dime Bingo - Level 2

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 10¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has the amount.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card E

MONEY BINGO				
Die Dot = 10¢				
6 dimes	2 dimes	nickel 5 pennies	4 nickels	3 nickels 35 pennies
dime 3 nickels 5 pennies	6 nickels	dime 10 pennies	nickel 55 pennies	nickel 25 pennies
10 pennies	3 dimes 4 nickels	Free	8 nickels	quarter 2 dimes 5 pennies
quarter 2 nickels 5 pennies	dime	2 nickels 50 pennies	2 quarters	10 pennies
2 quarters nickel 5 pennies	2 dimes 4 nickels	quarter 5 pennies	dime nickel 5 pennies	5 dimes



## 25¢ Minus a Die Money Bingo

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 1¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has **25¢ minus the amount of the die.**
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card A

<b>MONEY BINGO</b>				
<b>2 dimes 4 pennies</b>	<b>3 nickels 6 pennies</b>	<b>4 nickels 4 pennies</b>	<b>2 dimes penny</b>	<b>3 nickels 8 pennies</b>
<b>4 nickels 2 pennies</b>	<b>4 nickels</b>	<b>2 nickels dime 2 pennies</b>	<b>2 nickels dime</b>	<b>dime nickel 4 pennies</b>
<b>2 nickels dime 3 pennies</b>	<b>2 dimes 2 pennies</b>	<b>Free</b>	<b>4 nickels 3 pennies</b>	<b>3 nickels 9 pennies</b>
<b>20 pennies</b>	<b>3 nickels 9 pennies</b>	<b>4 nickels penny</b>	<b>3 nickels 7 pennies</b>	<b>2 dimes</b>
<b>2 nickels dime penny</b>	<b>19 pennies</b>	<b>nickel dime penny</b>	<b>2 dimes 3 pennies</b>	<b>2 nickels 9 pennies</b>



## 25¢ Minus A Die Money Bingo

### How to Play

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

- Each dot on the die = 1¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has **25¢ minus the amount of the die**.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card B

## MONEY BINGO



3 nickels 8 pennies	2 nickels dime	2 nickels dime penny	2 nickels dime 3 pennies	19 pennies
2 dimes penny	4 nickels penny	4 nickels 4 pennies	4 nickels 3 pennies	3 nickels 7 pennies
3 nickels 9 pennies	4 nickels	<b>Free</b>	2 dimes	nickel dime penny
2 dimes 2 pennies	3 nickels 6 pennies	2 dimes 4 pennies	4 nickels 2 pennies	4 nickels 4 pennies
2 nickels 9 pennies	2 nickels dime 2 pennies	2 dimes 3 pennies	20 pennies	2 dimes 4 pennies

## 25¢ Minus A Die Money Bingo

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 1¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has **25¢ minus the amount of the die**.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card C

<h1>MONEY BINGO</h1>					
2 dimes 4 pennies	2 nickels dime	2 dimes 4 pennies	4 nickels penny	2 nickels dime 3 pennies	
2 dimes 2 pennies	3 nickels 6 pennies	20 pennies	4 nickels	3 nickels 9 pennies	
nickel dime penny	4 nickels 2 pennies	<b>Free</b>	4 nickels 4 pennies	2 nickels dime penny	
19 pennies	4 nickels	2 nickels dime 2 pennies	2 dimes penny	2 nickels 9 pennies	
2 nickels 9 pennies	4 nickels 3 pennies	3 nickels 7 pennies	nickel dime penny	3 nickels 8 pennies	

## 25¢ Minus A Die Money Bingo

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 1¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has **25¢ minus the amount of the die**.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card D

# MONEY BINGO



dime nickel 4 pennies	2 nickels dime penny	3 nickels 9 pennies	2 dimes 3 pennies	2 dimes 2 pennies
nickel dime penny	3 nickels 8 pennies	3 nickels 6 pennies	2 nickels dime 2 pennies	20 pennies
3 nickels 7 pennies	19 pennies	<b>Free</b>	2 dimes penny	4 nickels 2 pennies
4 nickels	2 nickels dime 3 pennies	3 nickels 9 pennies	2 dimes	2 dimes 4 pennies
4 nickels penny	4 nickels 3 pennies	2 nickels dime	4 nickels 4 pennies	2 nickels 9 pennies

## 25¢ Minus A Die Money Bingo

- Each team or player tosses a die.
- Team/player with the highest number designates a Bingo caller on that team.
- Players on that team take turns being the BINGO caller.

### How to Play

- Each dot on the die = 1¢. The caller tosses a die and calls out the amount.
- All players agree on the value of the die. Players look for this amount on their Bingo card and place a token on **one** of the boxes that has **25¢ minus the amount of the die**.
- If no play is possible, lose a turn.
- First card to get Bingo (5 in a row horizontally, vertically, or diagonally) is the winner.

Card E

<h1>MONEY BINGO</h1>				
2 dimes penny	3 nickels 7 pennies	3 nickels 6 pennies	3 nickels 9 pennies	19 pennies
2 nickels dime penny	2 nickels 9 pennies	4 nickels penny	2 nickels dime 3 pennies	2 nickels dime
20 pennies	3 nickels 9 pennies	<b>Free</b>	3 nickels 9 pennies	dime nickel 4 pennies
2 dimes 3 pennies	4 nickels	4 nickels 3 pennies	2 nickels dime 2 pennies	2 dimes 2 pennies
4 nickels 4 pennies	2 dimes 4 pennies	3 nickels 8 pennies	nickel dime penny	4 nickels 2 pennies

