In-Class Game

The Accounting Game

● Get Ready! _____

Separate the class into groups of four.

- The Accounting Game master, p. 24
- 1 pair of different-colored number cubes per group 🎲
- 1 calculator per group 🖩

● Get Set! _____

Make a copy of The Accounting Game master on page 24 for each student in the class. Give each group one pair of different-colored number cubes. Make sure that at least one student per group has a calculator.

● Go! _____

- Choose which color number cube represents the tens and the units digits. A player rolls both number cubes. Use the two numbers to form a two-digit number that represents the amount of money the player has won on this roll. For example, 3 on a red cube and 6 on a green cube could represent $36 or $63.

- For each amount of money won, the player must pay taxes. Calculate the tax and subtract. Round to the nearest dollar after each operation. For example, taxes on $63 would be 35% × 63 or $22.05. Round $22.05 to $22 and subtract from $63, and the result would be $41.

Tax Schedule	
Money Won	**Tax Percentage**
$11–$26	15%
$31–$46	25%
$51–$66	35%

- If a player rolls a prime number that is greater than 20, the player gets a bonus before taxes of 20%. Then the player must pay taxes on the new amount. For example, if on the second roll, the player rolls $23, there is a 20% bonus.

$23 won	*20% prime bonus of $4.60*
+ 5	*rounds to $5.*
$28	*new subtotal*
− 4	*15% tax of $4.20 rounds to $4.*
$24	*new total*

- All players must keep a neat record of all transactions. Anyone can become an accountant and check another player's records at any time. The accountant wins a $10 fee if he or she corrects any errors found. The accountant is charged a $5 nuisance fee if they find no errors.

- The winner is the player with the most money when you end the game.

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Work in groups of four.

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- The winner is the player with the most money when your teacher ends the game.

Sale Today!

SALE

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