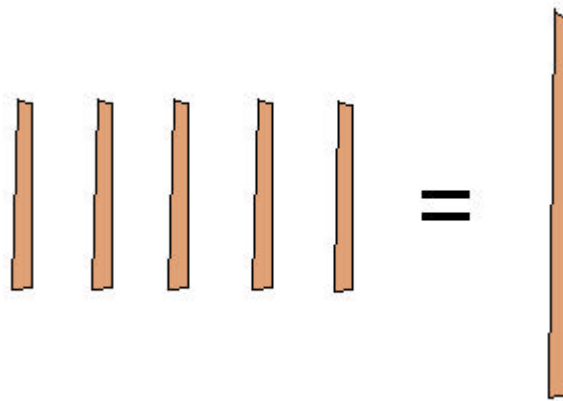


GAME OF THE BANKER

Thousands and thousands of years ago, the cavemen learned **to count** (days, mammoths, etc...). **They used a short stick or a stone for every day or each mammoth** and thus they knew how many days had passed or how many mammoths there were.

Thousands of years went by before discovering that for **counting not so many little sticks or stones were necessary**: it was enough with using two different objects (long and short little sticks, small and big stones) and to decide an **equivalence**, for instance:



A long stick's length is worth 5 short little sticks

This idea of equivalence is the one we go on using to count.

In the **game of the banker** or the game of equivalences you must **count the same way as the first men** who had that brilliant idea did. It is a game for 5 players, with the following rules:

- ✎ A boy plays the role of **the banker**. For that, he has a pile of red counters (around 50) and a lesser number of blue counters (around 20).
- ✎ The other four children, taking turns, throw a dice and the banker gives them a red counter for every achieved point.

- ✍️ Depending on the agreed exchange, **no boy can have more than a certain amount of red counters**, that's why the banker will have to be doing the appropriate changes.
- ✍️ After throwing the dice a certain number of times, the banker has to make some calculations to find out the child that has reached the highest number.
- ✍️ All the children have to play the role of the banker at least once.

Version a:

Equivalence: 5 red counters are worth 1 blue counter.

The dice is thrown 3 times.

Version b:

Equivalence: 10 red counters are worth 1 blue counter.

The dice is thrown until any child gets 5 blue counters.

YOU WILL NEED (Each team):

50 red counters, 20 blue counters and a dice.