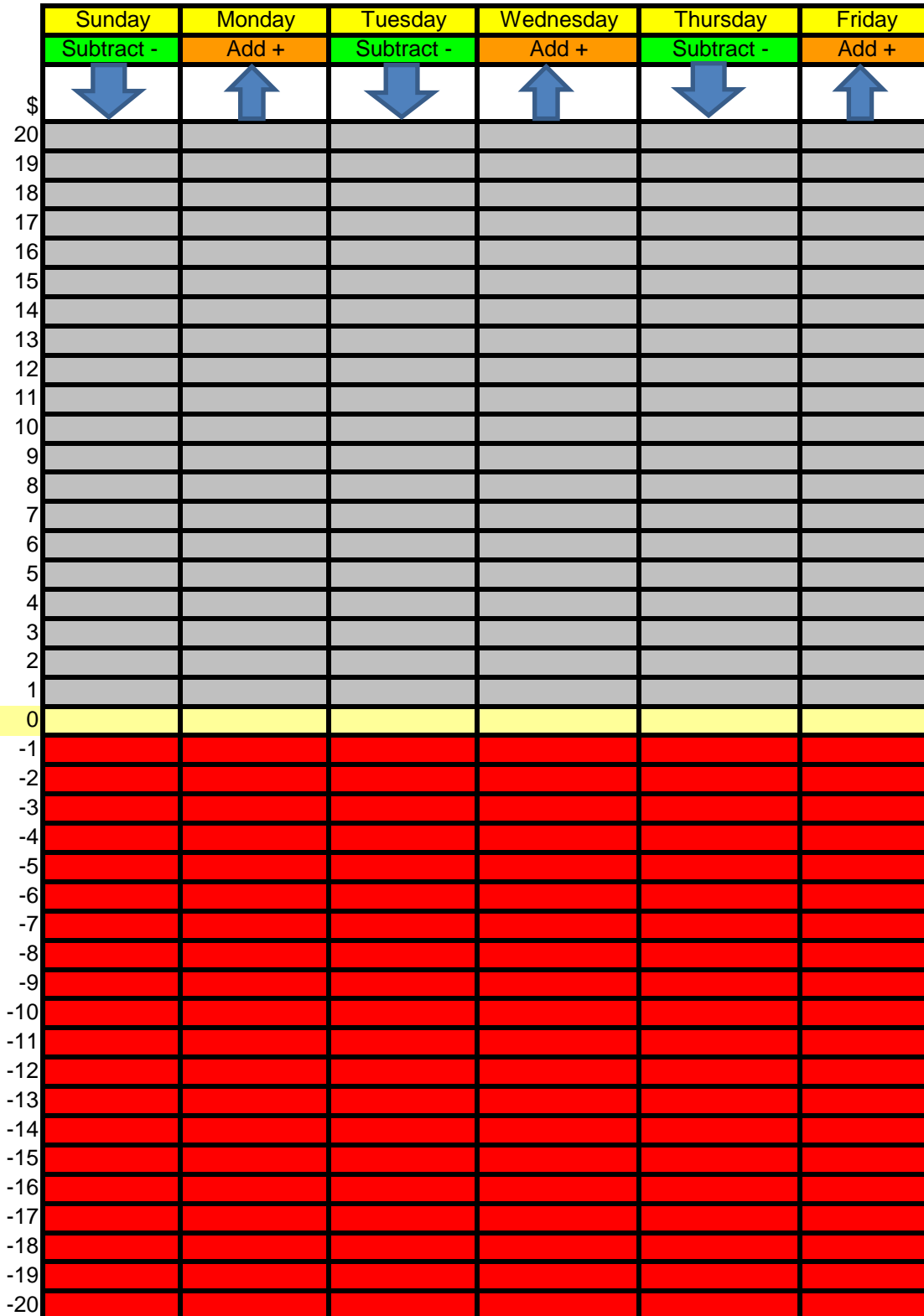


My Turn to Earn

A graph to be used with the book "Less Than Zero" by Stuart J. Murphy

(See original game instructions on document entitled "My Turn to Earn" game description.)



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Reminder: These are not the entire instructions for the game.

They are on a separate document entitled "My Turn to Earn" game description.

1. Numbers in the grey area are positive and considered "in the black" and money earned.
(The color was done in grey instead of black so that pencil marks would show up.)
2. Numbers in the red are negative and considered "in the red" and money owed.
3. The number on the first roll of the die will be a negative number and placed in the Sunday column in the red area.
4. The blue arrows that point up and down will remind you of whether to count up (add) (+) or down (subtract) (-) in the squares when you roll the die.
5. Each time you move to a new day of the week, slide over from your current space to the next day of the week and count up or down from that square.
6. Remember that you are hoping for a small number on the die when subtracting and a large number when adding. This is how you will get out of the red.

If playing this game with older students, align the side numbers with a line (instead of in the boxes) and have students make a dot on the line. This has them making a line graph when they connect the dots from the different days of the week.