**C:\Users\Sue Sandage\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\O476RN58\MC900212087[1].wmfPlaying Bank**

Here's a more challenging game for older preschoolers. You'll need dice and enough pennies, nickels, dimes, and quarters for each player. The object of the game is for each player to acquire a quarter.

Put all the coins in the center of the table. This is the bank. Take turns rolling the dice. Call out the number on the dice (or you can count them out together).

Each player takes that number of pennies. For example, if you roll a number 4, take four pennies.

Each time a player accumulates five pennies, he/she can trade them in for a nickel. Each time a player has two nickels, trade them in for one dime, and so on.

The game ends when each player has a quarter.