

PROBLEM SOLVING

AGE GROUP Age 7-9

LEARNING OUTCOME LO1: Provide opportunities for learners to understand the nature, sources and uses of money;

LO2: Enable learners to develop appropriate values, habits and attitudes when handling money;

LO3: Support learners in the development of appropriate literacy and numeracy skills for life.

DURATION 30 minutes

MATERIALS NEEDED Shopping list template
Catalogue of toys with prices/online website
Calculators

KEY CONCEPTS Adding money
Necessities and luxuries

KEY WORDS:

Needs
Wants
Catalogue
Shopping list
Pocket money

ACTIVITY DESCRIPTION

Discussion:

Explain to the children that they are going to be putting together their own shopping list of things they would like to spend their pocket money on. In pairs, the children should make a list of toys/games/sweets they would like to buy. Return to group to share the kinds of things the children like to buy.

Individual activity:

Using either physical catalogue or online website, children should compile their own shopping list, including prices. The children must then find the total for all their purchases using either mental arithmetic or a calculator as appropriate.

Plenary:

Ask the children to find one item which is a necessity and one item which is a luxury. Try to find a definition for necessities and luxuries/needs and wants.