

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 Large dice and printed scenario cubes

KEY CONCEPTS Finding ways to solve problems involving money and time.

KEY WORDS:

needs
wants
purchase
budget
decision

ACTIVITY DESCRIPTION

Discussion:

Model how to roll the die and discuss one of the scenarios. Ask the children, what do I want and what do I need in this situation?

Individual activity:

In pairs, children take turns to roll the die and discuss their responses to the problems.

Share ideas with group.

Plenary:

Think in particular about the idea of borrowing/lending money. Is it the right thing to do? Is there anything that can go wrong?