

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:

Discuss how adults spend money. What do they spend it on? Where does it come from? How often do they usually get paid?

Individual activity:

In pairs, children are given a copy of the calendar. They must make £250 last for the whole month.

New t-shirts cost £15.

Ice creams are £6.50

Pencils cost £10.

How much will they be able to spend on food shopping? Per week?

Plenary:

Looking forwards, imagine the children have a big event coming up the following month (maybe someone's birthday). Should they save a little money for the future?