

# 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?