

Aim/context

To be able to work out how much change is needed when paying for an item or a group of items. To be able to use the '+', '-' and '=' buttons on a calculator correctly.

Age group 4/5 years

The children will have 5p/10p to spend, they will buy 1 item (value up to 5p/10p) and they have to work out how much change they will have.

Objectives

To use developing mathematical ideas and methods to solve practical problems. In practical activities and discussions begin to use the vocabulary involved in adding and subtracting. To be able to use the vocabulary related to money.

Teacher tips

Previous knowledge/experiences needed

- The children should have had a lot of experience of being a shopkeeper and using a till to give change to customers.
- The children should have been shown how to use the function buttons on a calculator and have key skills such as starting with the highest number in a subtraction sum should have been visited.

Resources

Calculators, enough to share.

Role play shop.

Activity sheet 1 What's in the purse?

Key questions/prompts

Which amount do you need to put into the calculator first?

Which function buttons do you need to use?

Group activity ideas

1. Set up a shop as a role play and give the children either 5p/10p to spend, items priced in the shop should be between 1p and 10p in price and the children could take it in turns to be the shopkeeper and give the correct amount of change.
2. **Activity sheet 1** What's in the purse? The purse contains either 5p/10p plus items that cost different amounts. The children must use the money to buy the items and work out how much change they should put back in the purse.

Cross curricular links

PSED-To be able to maintain attention and concentrate.

CLL-To be able to talk activities through, reflecting on and modifying actions.

KUW-To be able to use information and communication technology to support his/her learning.

PD-To demonstrate fine motor control.

How much change will you have left over?

