

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 5/6 years

The children will have 10p/20p to spend, they will need to buy 2 items, then use the calculator to work out how much change they will need.

Objectives

To be able to solve problems involving counting, adding, subtracting in the context of money, for example to 'pay' and 'give change'.

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. They should also have experience of working with calculations that have 2 parts.

Resources

Calculators.

Role play shop.

Activity sheet 2 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?

Model subtracting the largest number first.

Group activity ideas

1. Set up a shop as a role play and give the children either 10p/20p to spend, items priced in the shop should be between 1p and 10p in price, the children can choose items to buy and then take it in turns to be the shopkeeper and give the correct amount of change.
2. **Activity sheet 2** What's in the purse? The purse contains either 10p/20p plus items that cost different amounts. The children use the money to buy the items and work out how much change they should put back in the purse.
3. The children could have 10p/20p to spend and choose 2 items to buy in a shop, café, or building merchants and then work out how much change they will need on a calculator.

Cross curricular links

PSHE-Preparing to play an active role as citizens, (i) To realise that money comes from different sources and can be used for different purposes.

ICT-Developing ideas and making things happen, (d) To try things out and explore what happens in real and imaginary situations.

Financial Capability- Helping children understand the concept of money and how it is used.

How much change will you have left over?

