

Aim/context

To be able to count up amounts of money in 3 boxes and then decide who has saved the most money.

Age group 4/5 years

Each money box will have coin values up to 2 pence. The children must count up how much money is in each box and click on the money box that has the most money. The total in each box will not exceed 20 pence.

Objectives

To be able to use addition vocabulary in practical activities.

To be able to count up in 1's or 2's to 20.

To be able to use developing mathematical ideas to solve practical problems.

Teacher tips

Previous knowledge or experience needed

- The children should have had lots of opportunities to play with money in role play situations.
- The children should be familiar with 1p and 2p coins and be able to identify the differences between them.
- The children should have had experience of counting up to 20 objects.

Resources

Selection of money boxes/purses with different amounts of money.

Activity sheet 1 How much have I saved?

Key questions/prompts

Re-cap the importance of thinking about the total amount that has been counted.

Ask how many 1p/2p coins are in each box.

Re-visit the fact that a 2 pence coin is worth more than a 1 pence coin.

Group activity ideas

1. Using purses with different amounts in; give each child a purse and ask them to count how much money they have and then decide together which child has the most money. Repeat activity swapping the amounts in the purses that each child has.
2. Hide coins in the sand/water tray and ask the children need to find coins and put them in their own money box, the child who finds the most coins earns points.
3. **Activity sheet 1** How much have I saved? A worksheet that mimics the computer game. The children must colour in the money box that has the most money in it.

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.

Colour in the money box with the most money in.

