

#### 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 5/6 years

Each money box will have coin values up to 10p (use less pennies) adding up to totals of no more than 50p. The children must count the total value of the coins in each box and then decide which box has the most money in it.

#### Objectives

To be able to count on or back in ones, twos, fives and tens and use this knowledge to derive the multiples of 2, 5 and 10.

#### 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, 2p, 5p and 10p 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 2** 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/5p/10p coins are in each box.

Re-visit the fact that different coins have different values.

#### Group activity ideas

1. Using purses containing different amounts of money; give each child a purse and ask them to count how much money they have and decide together which child has the most money. Repeat activity swapping the amounts of money in the purses.
2. Hide coins in the sand/water tray/classroom and ask the children need to find them and put them in their own money box, the child who finds the most coins earns points.
3. **Activity sheet 2** 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

**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 competence at KS1** - Looking after money – links to technology, make a money bank, using substantial empty boxes and either paint or cover with collage. Make a slot for money.

**Spending money and budgeting** – Links to collecting and saving points.

Colour in the money box with the most money in.

