

Aim/context

To be able to add coin values together to make a total amount to pay for an item in a shop.

Age group 5/6 years

To be able to use 1p,2p,5p,10p and 20p coins to make values up to 20p, including values that are not denominations of the coin values, e.g. 3p, 7p and 13p. To be able to use larger coin values up to £2 to make denominational totals.

Objectives

To be able to count up in values of money to find a total amount. To be able to relate addition to counting on. To know that addition can be done in any order. To be able to solve practical problems that involve combining groups of 2, 5 or 10. Solve problems involving counting, adding, subtracting, doubling or halving in the context of money.

Teacher tips

Previous knowledge needed

- The children should have experienced playing with 1p,2p,5p,10p and 20p coins in a role play situation.
- The children should be aware that coin values can be added together to make a larger value.
- The children should have had some experience of being able to add values to make non denominational values such as 3p or 16p.

Resources

Coins up to the value of 20p.

Role play shop.

Activity sheet 2 Find the total.

Activity sheet 3 Shopping game.

Key questions/prompts

Discuss the total value and different ways that they can make that value.

How many pennies do you need to make a value?

How many 2 pence coins do you need to make a value?

Can you use different coin values to make a total?

Group activity ideas

1. Role play a shop situation where children can take turns to be a customer/shopkeeper.
2. Have a selection of objects next to the sand/water tray with prices on up to £1. The children must then find enough coins in the sand/water to pay for the item-they can earn a point if they manage to do this.
3. **Activity sheet 2** Find the total - shows an item that costs an amount up to £1 and the children must cut and stick coins next to the item to make the right total.
4. **Activity sheet 3** Shopping game, laminate the game so children can take turns to play with an adult or a partner.

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.

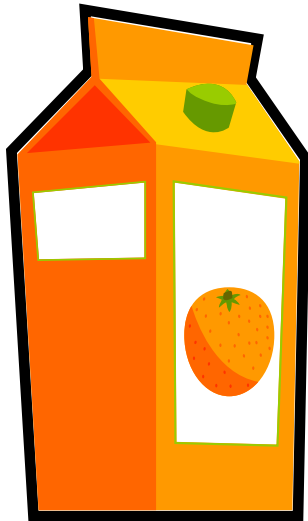
ICT-Developing ideas and making things happen, (d) To try things out and explore what happens in real and imaginary situations.

Financial understanding at KS1.

Through playing the activities children will gain an understanding of the concept of money:

- Recognises coins and notes used in everyday life
- That these coins and notes can be used to buy goods.

Cut and stick the correct amount of money next to the item.



88p



Place a number of different coins in the bank. Take turns to roll the dice and move around the board. You can move in any direction. The square you land on shows you how much money to collect from the bank. Continue playing until the bank has run out of money. Now use your money to buy items from the shop!



Start
↓

1p	10p	1p	2p	20p
5p				10p
20p				5p
2p				2p
50p	1p	2p	10p	50p

