

Structured Department Maths

Measure- Money

This half term, pupils will develop their money skills through recognising the values of coins and notes and ordering money based on the values. Pupils will be able to match coins to values and will use role play to practice skills required to hand over money to another person. Students will continue to use and develop their money skills in other areas of the curriculum where appropriate. For example, students will use money skills to make a profit when running their Christmas Fair stall.

Pupils:

1. develop **fluency** in the fundamentals of mathematics so that they are efficient in using and selecting the appropriate strategies to **use money skills** including mental methods, underpinned by mathematical concepts
2. can **solve problems** by applying their mathematics to a variety of problems with increasing sophistication, including in unfamiliar contexts and to model real-life scenarios
3. can **reason mathematically** by following a line of enquiry and develop and present a justification, argument or proof using mathematical language.

In all math lessons, teachers plan engaging lessons with the aim that pupils:

- master skills in maths which they are then able to apply to a range of contexts within the school and home context
- embed their new skills and understanding to a range of contexts; thus supporting application and progress in learning
- acquire core mathematical skills to support their independence as they progress through the school
- are able to apply their understanding; supporting them in other areas of the curriculum

Keywords

Coins, notes, value, amount, order, change, pounds, pence, 1p, 2p, 5p, 10p, 20p, 50p, £1, £2, £5, £10, £20, £50, value, add, subtract

Cross curricular links:

- Enterprise (Christmas fair)
- Number skills inc addition & subtraction

Measure- Money

	<u>B2 progression step 5</u>	<u>B2 progression step 6-8</u>	<u>B2NC step 1c-1b</u>	<u>B2NC Step 1b-2c</u>	<u>B2NC Step 2c-2a</u>	<u>B2NC Step 2a-3a</u>
<p><u>Subject specific knowledge</u></p> <p>What do pupils need to know?</p>	<p><u>To know</u> and be familiar with the appearance of money</p> <p><u>To know</u> that coins are money</p> <p><u>To know</u> different coins look different</p> <p><u>To know</u> some coins are shiny and some are not</p>	<p><u>To know</u> key words: pounds and pence</p> <p><u>To know</u> and expect change to be given in money handling contexts</p> <p><u>To know</u> / notice different coins can be different shapes</p>	<p><u>To know</u> there is a front and back to a coin</p> <p><u>To know</u> the names of all coins</p>	<p><u>To know</u> 'notes' are higher in value than coins</p> <p><u>To know</u> you can buy more with higher value coins/notes</p>	<p><u>To know</u> and use the symbols (£) and (p)</p> <p><u>To know</u> coins can be added to make the same value of another coin</p> <p><u>To know</u> more coins does not always mean more money</p>	<p><u>To know</u> to round up the total and give more money than needed, then wait for change</p> <p><u>To know</u> sensible coins to give when rounding e.g, if something is £4.50, give a £5 note and not a £10 if you have it</p>
<p><u>Subject specific skills</u></p> <p>What do pupils need to be able to do?</p>	<p>To experience handling money</p> <p>To experience handing money to somebody and receiving an item/object.</p> <p><u>Is able to</u> separate coins based on their colour</p> <p><u>Is able to</u> role play using money</p>	<p><u>Is able to</u> use key words: pounds and pence in money role play opportunities</p> <p><u>Is able to</u> hand over any coin to 'pay' for an item</p> <p><u>Is able to</u> bring the item and a coin to the counter</p> <p><u>Is able to</u> sort coins based on colour, size and shape</p>	<p><u>Is able to</u> name all coins when placed <u>face up</u></p> <p><u>Is able to</u> name all coins when placed <u>face down</u></p> <p><u>Is able to</u> count out the correct number of 1p coins for values up to 20p</p> <p><u>Is beginning to</u> order coins based on their value</p>	<p><u>Is able to</u> order coins based on their value</p> <p><u>Is able to</u> name all notes</p> <p><u>Is able to</u> give equivalent amount for each note e.g. £5 note = 5 x 1 pound coins</p> <p><u>Is beginning to</u> use and apply knowledge of 2x or 10x tables to count in multiples up to 30 e.g. 2p + 2p + 2p + 2p = 8p 10p + 10p + 10p = 30p</p>	<p><u>Is able to</u> use correct signs £ and p independently</p> <p><u>Is able to</u> find different combination of coins for the same value e.g. 5p + 5p = 10p OR 5p + 2p + 2p + 1p = 10p</p> <p><u>Is able to</u> solve simple problems for addition and subtraction of money</p>	<p><u>Is able to</u> add and subtract amounts of money to give change in context</p>

<p><u>Suggested teaching activities</u></p> <p>How should I teach this?</p>	<ul style="list-style-type: none"> • Money hidden in sand/foam • Putting money in and out of a purse/wallet • Role playing shop 	<ul style="list-style-type: none"> • Link with handling data - separate coins according to colour • Role play shop • Number coin flash <p>Coin snap</p>	<ul style="list-style-type: none"> • Coin snap • Role play shop <p>Find me the ... coin game</p>	<ul style="list-style-type: none"> • Order game... which would you rather have? <p>Role play shop - introduce notes and change</p>	<ul style="list-style-type: none"> • Role play shop. • Buy items using more than one coin - link with addition • Change - link with subtraction • Begin to link things grown in school that are used to make and sell food from school shop and café. • Going to a local supermarket to buy food items for a recipe 	