<u>KS5 Maths</u> <u>Measure- Money</u>

Subject curriculum intent:	We want our pupils to be able to develop functional money skills so that they can be as independent as possible in their adulthood. Depending on the cognitive ability of the pupil, our intention is that pupils are able to recognise and name all coins and notes. Students will begin to develop an understanding of change and understanding that they need to wait for change when buying an item. We want our pupils to						
	 develop fluency in the fundamentals of mathematics so that they are efficient in using and selecting the appropriate strategies to <u>use time skills</u> including mental methods, underpinned by mathematical concepts 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 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						
End of KS3	intent/outcome	End of KS4 intent/outcome	End of KS5 intent/outcome				
Students will begin to become more confident in naming coins and notes from sight. Students will be able to use the colour, size and shape of coins/notes to support them in naming money. Students will begin to recognise that each coin or note has a different value, recognising that some are worth more than others.		Starting from their last learning point, students will continue to recognise the names of coins or notes from sight. Students will be able to use a combination of coins or notes to make a given amount. Students will begin to understand the process of change. Students will recognise that they need to wait for change when paying for an item in a shop as well as knowing how much change they should give to someone.	Students will continue to build on their knowledge from key stage 3 and 4. Students will use role play to experience using money in real life situations. When ready, students will begin to use money to develop life skills and functional skills through using money in the shop or café.				
Intent for This half term, pupils will build a		n their knowledge of money from the KS3 and KS4 (Curriculums. Pupils will access discrete Maths lessons				
this topic:	stage. Pupils will be more confide		last learning point in the topic from the previous key d give change. They will use and apply these skills in a acturing items on the school's etsy website. Pupils will				

	also be more knowledgeable of the cost of specific items, being able to decide which is cheaper/cost-effective or more expensive. This will support them when they return to this topic area in the summer term whereby they will develop budgeting skills.	
Key vocabulary taught within this topic:	Coins, notes, value, amount, order, change, pounds, pence, 1p, 2p, 5p, 10p, 20p, 50p, £1, £2, £5, £10, £20, £50, value, add, subtract	
Links to other subjects:	-Food technology (paying for items for ingredients) -Working at the Café (serving customers at the till)	

<u>Measure- Money</u>

	<u>B2 P 5</u>	<u>B2 P 6-8</u>	B2 step 1c-1b	B2Step 1b-2c	B2Step 2c-2a	<u>B2Step 2a-3a</u>
<u>Subject</u>	To know and be	<u>To know</u> key words:	<u>To know</u> there is a	<u>To know</u> 'notes' are	To know and use	<u>To know</u> to round
<u>specific</u>	familiar with the	pounds and pence	front and back to a	higher in value than	the symbols (£)	up the total and
<u>knowledge</u>	appearance of		coin	coins	and (p)	give more money
	money	To know and expect				than needed, then
What do		change to be given in	<u>To know</u> the names of	<u>To know</u> you can buy	<u>To know</u> coins can	wait for change
pupils need	To know that coins	money handling	all coins	more with higher	be added to make	
to know?	are money	contexts		value coins/notes	the same value of	<u>To know</u> sensible
					another coin	coins to give when
	To know different	To know / notice				rounding e,g, if
	coins look different	different coins can			To know more	something is
		be different shapes			coins does not	£4.50, give a £5
	To know some coins	•			always mean more	note and not a £10
	are shiny and some				money	if you have it
	are not				,	
<u>Subject</u>	To experience	<u>Is able to</u> use key	<u>Is able to</u> name all	Is able to order coins	<u>Is able to</u> use	<u>Is able to</u> add and
specific	handling money	words: pounds and	coins when placed	based on their value	correct signs £	subtract amounts
skills		pence in money role	face up (finding in	(may decide which	and p	of money to give
	To experience	play opportunities	till)	items are worth more	independently	change in context
What do	handing money to			than others for Etsy		5
pupils need	somebody and		Is able to name all	- using and applying	<u>Is able to</u> find	
to be able	receiving an	<u>Is able to</u> hand over	coins when placed	value of coin	different	
to do?	item/object. E.g.	any coin to 'pay' for	face down (finding in	knowledge)	combination of	
	takes money from a	an item OR wait for a	till)	5.7	coins for the same	
	customer and hands	customer to hand		<u>Is able to</u> name all	value e.g. 5p + 5p	
	over the wanted	over money before		notes	=10p OR 5p + 2p +	

	item when prompted	giving the item	Is able to find the		2p + 1p = 10p e.g
	(may not be done in the correct order) <u>Is able to</u> separate coins based on their colour <u>Is able to</u> role play using money	wanted <u>Is able to</u> bring the item and a coin to the counter <u>Is able to</u> sort coins based on colour, size and shape e.g. putting change from customers back into the correct pile in the till	desired coin needed in the till quickly to give change <u>Is able to</u> count out the correct number of 1p coins for values up to 20p <u>Is beginning to</u> order coins based on their value	<u>Is able to give</u> equivalent amount for each note e.g. £5 note = 5 x 1 pound coins e.g. giving change with multiples of the same coin when using the Café till <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	problem solving when they may not have the exact coins they need to give change or to add together coins given by a customer <u>Is able to</u> solve simple problems for addition and subtraction of money e.g. quickly giving change to customers at the till
Linked activities within the KS5 curriculum	 Working in the Café (till) with support from a member of staff. Giving change to customers and handing over items. 	 Working in the Café (till) with support from a member of staff. Giving change to customers and handing over items. Putting coins into the till / float into the till 	 Working in the Café (till) with support from a member of staff. Giving change to customers and handing over items. Looking at the money scaffolding resources to select coins needed for change and then getting the coin quickly when serving 	 Etsy work - selling items. Knowing how much to charge as which coin/note is worth more Serving customers at the till, being able to count coins given quickly and fluently 	 Working at the Café (till) Calculating costs of 'bundles' sold at Etsy (addition skills)

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