## KS5 Maths Measure- Money

# Subject curriculum intent:

this topic:

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...

- 1. 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
- 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

where they will further develop knowledge and skills linked to money, starting at their last learning point in the topic from the previous key stage. Pupils will be more confident in identifying and using money to pay for items and give change. They will use and apply these skills in a work place setting such as serving customers at the café (at the till) or selling 'manufacturing' items on the school's etsy website. Pupils will

- 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	Starting from their last learning point, students	Students will continue to build on their knowledge			
in naming coins and notes from sight.	will continue to recognise the names of coins or	from key stage 3 and 4. When ready, students will			
Students will be able to use the colour, size	notes from sight. Students will be able to use a	begin to use money to develop life skills and			
and shape of coins/notes to support them in	combination of coins or notes to make a given	functional skills through using money in the shop or			
naming money. Students will begin to	amount. Students will begin to understand the	café.			
recognise that each coin or note has a	process of change. Students will recognise that	Pupils will learn how to budget their money, using and			
different value, recognising that some are	they need to wait for change when paying for an	applying their money knowledge and skills that they			
worth more than others.	item in a shop as well as knowing how much change	have developed.			
	they should give to someone.				
Intent for This half term, pupils will build on their knowledge of money from the KS3 and KS4 Curriculums. Pupils will access discrete Maths lesson					

	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) -Working at the shop (retail - serving customers at the till) -Etsy store			

#### Suggested flow:

This flow is to be used as a guide. Teachers to adapt the flow to meet the needs and levels of students within their class

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Pre-assessment. What knowledge and skills do pupils already have?  Matching/sorting/naming/ordering coins and notes. Include more/less/difference	Equvilent values and making values	Making values with limited available coins/notes - real life context	Understanding what can be purchased within a limited amount of given money  Looking at deals and offers. What is the best deal? Pupils understand they can purchase more items with their available budget if they have better deals.	Understanding what can be purchased within a limited amount of given money  Looking at deals and offers. What is the best deal? Pupils understand they will save money if they select better deals. Keeping spending down	Calculating change and savings made through careful spending	Christmas enterprize - calculaitng the best price to sell their own items  Analysing data after selling items. Look at profits.
Using and applying early statistic skills	Using and applying addition skills	Using and applying addition and problem solving skills	Using and applying number, addition and problem solving sills	Using and applying number, addition and problem solving sills	Using and applying subtraction and problem solving skills	Using and applying addition, subtraction and statistic skills

### Measure- Money

	<u>B2 P 5</u>	<u>B2 P 6-8</u>	<u>B2 step 1c-1b</u>	B2Step 1b-2c	B2Step 2c-2a	B2Step 2a-3a
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	ubject	To know and be	To know key words:	To know there is a	To know 'notes' are	To know and use	To know to round
-	<u>ecific</u>	familiar with the	pounds and pence	front and back to a	higher in value than	the symbols (£)	up the total and
K	<u>nowledge</u>	appearance of	To know and expect	coin	coins	and (p)	give more money than needed, then
\A	/hat do	money	change to be given in	To know the names of	To know you can buy	To know coins can	wait for change
	upils need	To know that coins	money handling	all coins	more with higher	be added to make	warr for change
	know?	are money	contexts	un como	value coins/notes	the same value of	To know sensible
		,				another coin	coins to give when
		To know different	To know / notice				rounding e,g, if
		coins look different	different coins can			<u>To know</u> 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>ubject</u>	To experience	<u>Is able to</u> use key	<u>Is able to</u> name all	<u>Is able to</u> order coins	<u>Is able to</u> use	<u>Is able to</u> add and
	<u>pecific</u>	handling money	words: pounds and	coins when placed	based on their value	correct signs £	subtract amounts
SI	<u>kills</u>	<b>+</b>	pence in money role	face up (finding in	(may decide which	and p	of money to give
\A	/hat do	To experience	play opportunities	<u>till)</u>	items are worth more than others for Etsy	independently	change in context
	ipils need	handing money to somebody and		<u>Is able to</u> name all	- using and applying	<u>Is able to</u> find	
•	be able	receiving an	<u>Is able to</u> hand over	coins when placed	value of coin	different	
	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	<u>†ill)</u>	······································	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	<u>Is able to find the</u>	notes	=10p OR 5p + 2p +	
		item when prompted	giving the item	desired coin needed		2p + 1p = 10p e.g	
		(may not be done in	wanted	in the till quickly to	<u>Is able to</u> give	problem solving	
		the correct order)	<u>Is able to</u> bring the	give change	equivalent amount for	when they may not	
			item and a coin to the		each note e.g. £5	have the exact	
		<u>Is able to</u> separate	counter	<u>Is able to</u> count out	note = $5 \times 1$ pound	coins they need to	
		coins based on their		the correct number	coins e.g. giving	give change or to	
		colour	<u>Is able to</u> sort coins	of 1p coins for values up to 20p	change with multiples of the same coin	add together coins given by a	
			based on colour, size	up 10 20p	when using the Café	customer	
		<u>Is able to</u> role play	and shape	Is beginning to order	till	Custoffe	
		using money	e.g. putting change	coins based on their		<u>Is able to solve</u>	
		<i>y</i>	from customers back	value	<u>Is beginning to use</u>	simple problems	
			into the correct pile		and apply knowledge	for addition and	
			in the till		of 2x or 10x tables to	subtraction of	
					count in multiples up	money e.g. quickly	
					to 30 e.g.	giving change to	

				2p + 2p + 2p + 2p = 8p	customers at the
				10p + 10p + 10p = 30p	
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.	<ul> <li>Working in the Café (till) with support from a member of staff. Giving change to customers and handing over items.</li> <li>Putting coins into the till / float into the till</li> </ul>	<ul> <li>Working in the Café (till) with support from a member of staff. Giving change to customers and handing over items.</li> <li>Looking at the money scaffolding resources to select coins needed for change and then getting the coin quickly when serving</li> </ul>	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)