

Making Sense of Money

A book of games to play with children



Home of the Child Trust Fund

Contents

About this book	3
Find the hidden money	4
Money box	5
Animal grids	6
Shopping	8
House to bank	10
Sponsored walk	12
Saving	14
Helping children understand money	16
More things to do with coins	18



Sponsored by The Children's Mutual
Brockbourne House
77 Mount Ephraim
Tunbridge Wells
Kent TN4 8GN

Tel: 01892 775302
Email: msom@thechildrensmutual.co.uk
Website: www.thechildrensmutual.co.uk

This Children's Mutual is a trading name of the Tunbridge Wells Equitable Group, members of which are regulated by the Financial Services Authority.



Devised and developed by BEAM Education
Maze Workshops
72a Southgate Road
London N1 3JT

Tel: 020 7684 3323
Fax: 020 7684 3334

Illustrations © Joseph Theobald 2007
Designed and typeset by Sue Shaw

All rights reserved

Printed in Great Britain by the Complete Print Group
2nd edition printed July 2009



The pfeg Quality Mark shows that this resource meets the pfeg quality standards. At the time of issue the resource contains educational benefits and accurate financial information. Please visit www.pfeg.org for further information.

About this book

This book offers children aged four to eight years the chance to learn about money through focused play. Aply assisted by a teacher or parent, children collect, handle and look closely at real coins. The games are also a chance to practise social skills such as turn taking and to discuss how to use money once they've got it!

Each game is for two players, with or without a helper. There are lots of different ways to choose who will go first; it could be the youngest player, the one with the birthday this month, the person who chooses the fist holding the counter...

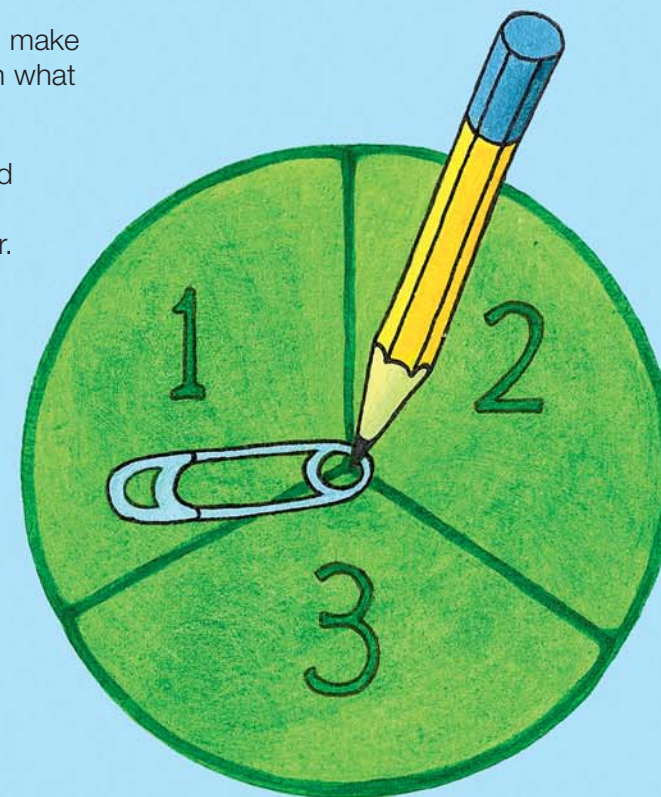
You can play all of the games on the book itself. You won't need much equipment – but do make sure you have a good supply of coins! It is important for children to use real money, to learn what each coin looks like and how it feels.

If you do not have the counters to hand, buttons will do just as well. One thing you will need quite often is a spinner. You can make this with a pencil and a paper clip. Hold the pencil point on the middle of the spinner circle and flick the paper clip with a finger.

You will find instructions with each game. The instructions in **gold** are suitable for players of about four years old. For a six year old you can use more complex rules, as suggested in **red**. The **blue** rules are suitable for eight year olds. However, some children may want to have a go at a game for an older or younger age group, and enjoy it just as much.

Some pages have extra little puzzles for children to think about, and on page 16 you will find suggestions for helping children get the most out of each game.

Remember to make sure that younger children take care when handling coins or counters, and they don't put them in their mouths.



Find the hidden money

How many 1p coins can you find?

Can you find three 10p coins?

Can you find the £2 coin?

Can you find three coins that add up to 50p?

Choices

Would you rather have twenty 10p coins or one hundred 1p coins?

Look in your money box

Which coins are older than you?
What year were they made?
Are any coins younger than you?

Money box

Empty out your money box, or about 30 coins on a plate or container lid.

Playing the game

- Look at the plate of money and guess how much money there is altogether
- Pick up one coin at a time and put it in the correct place on the coin board
- When all the coins are on the board, count up all the money and see whether you guessed correctly.

Playing the game

- Look at the plate of money and guess which coin there is most of
- Pick up one coin at a time and put it in the correct place on the coin board
- When all the coins are on the board, look and see whether your guess about the most coins was correct.

Playing the game

- Use the board to lay out coins that total £2
- How many different variations of coins can you find that total £2.

Which coins

I have five coins in my pocket. They add up to £1.23. Which coins could they be?

Coins in a tin

Listen as your friend drops 1p coins in a tin. Guess how much there is in the tin. Now listen as they drop 2p coins, 5p coins...



Animal grids

You will need

- A coin to toss
- A pile of at least 32 coins to choose from (1p, 2p, 5p, 10p, 20p, 50p)



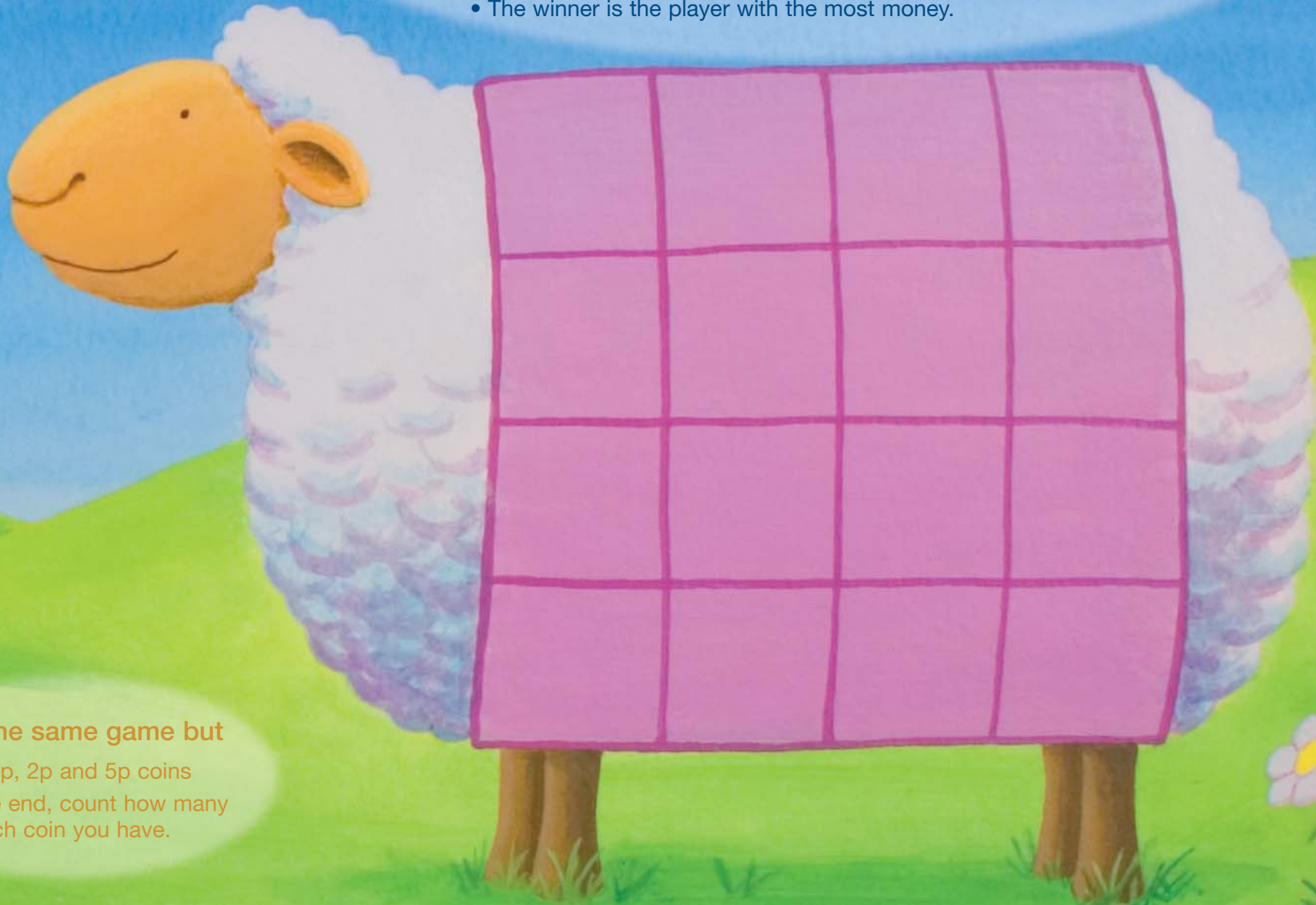
Playing the game

- Put all the money on the table. Choose your animal
- Throw the tossing coin
- If it's heads, choose one coin; if it's tails, choose two coins
- Put the coins on your grid, one to a square
- The first player to fill their grid wins
- At the end count how much money you have altogether on your grid.



Play the same game but

- Throw two tossing coins
- If you get one head and one tail, pick up two coins
If you get two tails, take a coin from the other player's grid
If you get two heads, give one of the coins from your grid to the other player
- The game ends when one grid is full
- The winner is the player with the most money.



Play the same game but

- Use 1p, 2p and 5p coins
- At the end, count how many of each coin you have.



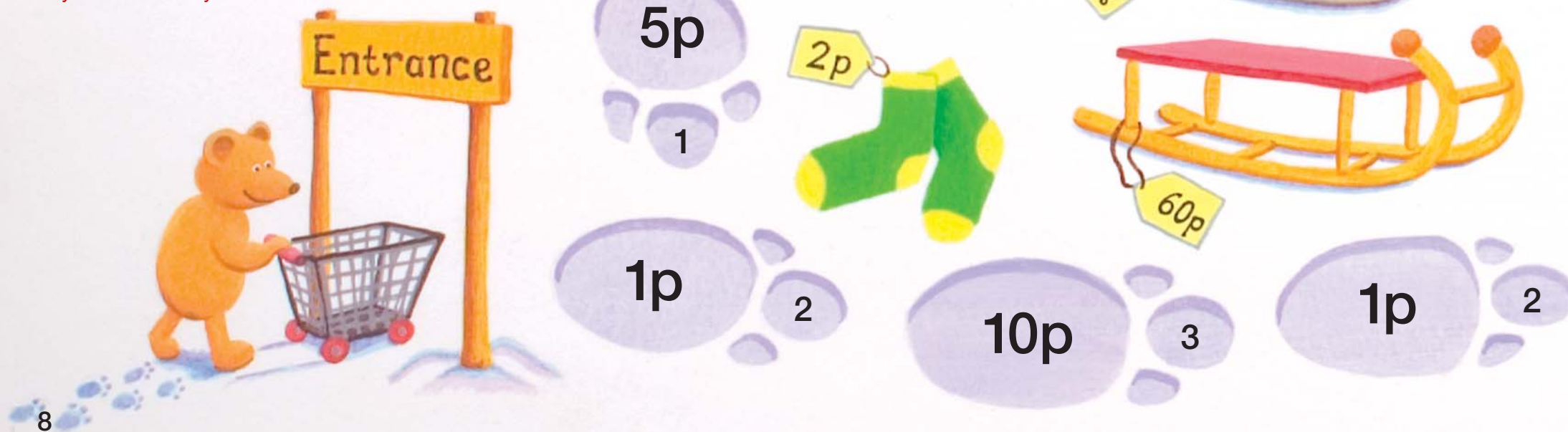
Shopping

You will need

- A 1 to 6 dice
- A counter to share
- At least 20 coins in the Money Pot (1p, 2p, 5p, 10p, 20p, 50p, £1)

Playing the game

- Put the counter on the entrance
- Take turns to roll the dice and move the counter that many spaces round the track
- You can move in either direction
- The space you land on shows how much money you can collect from the Money Pot. If the Money Pot runs out of small change, you can exchange your low value coins for a higher value coin (for example, exchange five 2p coins for a 10p coin)
- Continue until the Money Pot doesn't have enough money left to pay you
- Now use your money to buy items from the shop. Take turns to put enough coins on the items you want to buy.





Play the same game but

- Use 1p coins only
- Read the numbers in the small toe-prints instead of the coin amounts, and collect that many 1p coins
- The shop is having a sale and everything now costs 1p (or 2p or 5p).

Play the same game but

- Use 30 or 40 coins, including £1 and £2 coins
- At the end you can buy more than one of each item (for example, five scarves for £1).

Slow puzzle

Sam has three coins.

What different amounts of money could she have?

Fast puzzle

Find four coins that add up to 10p.

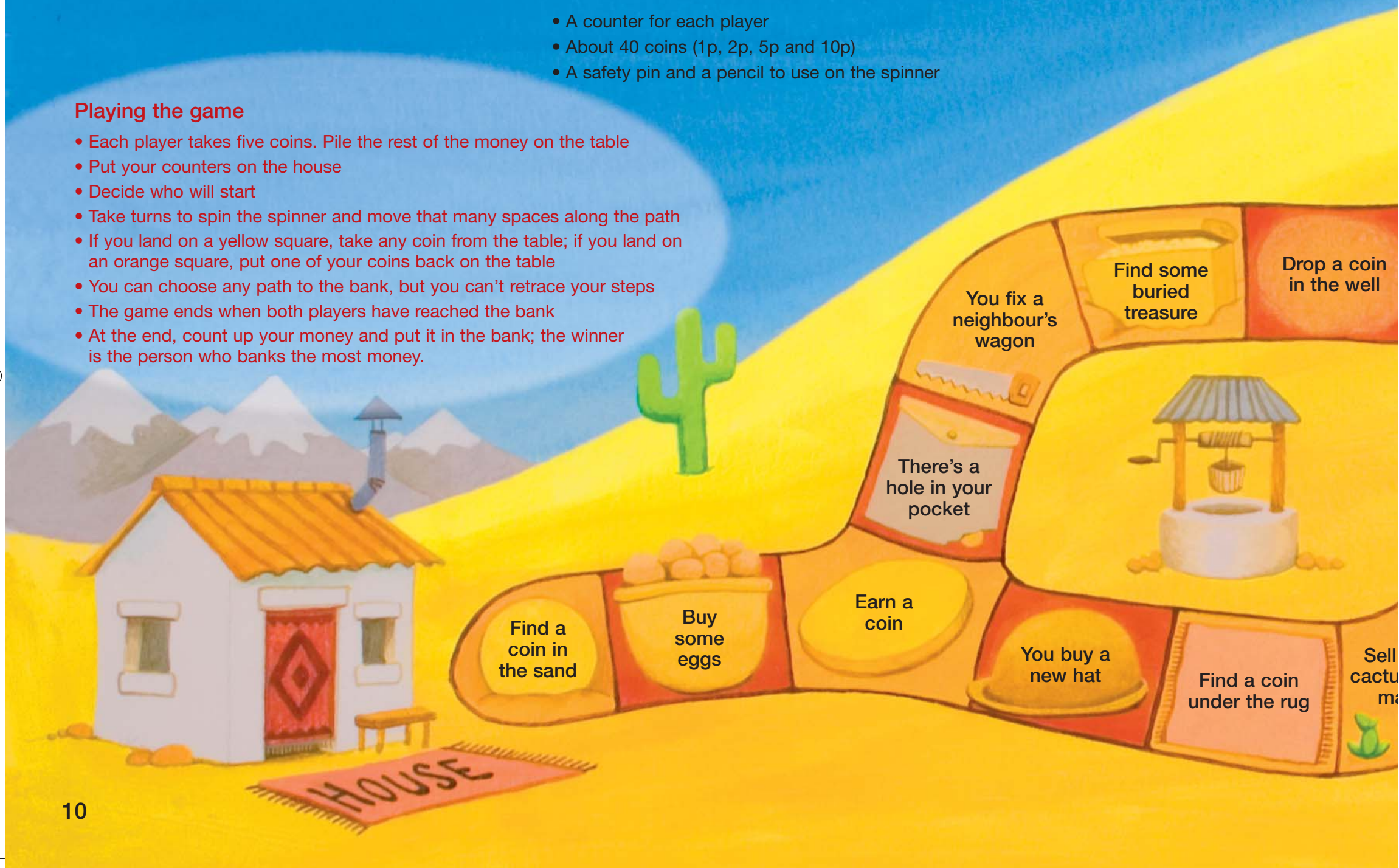
House to bank

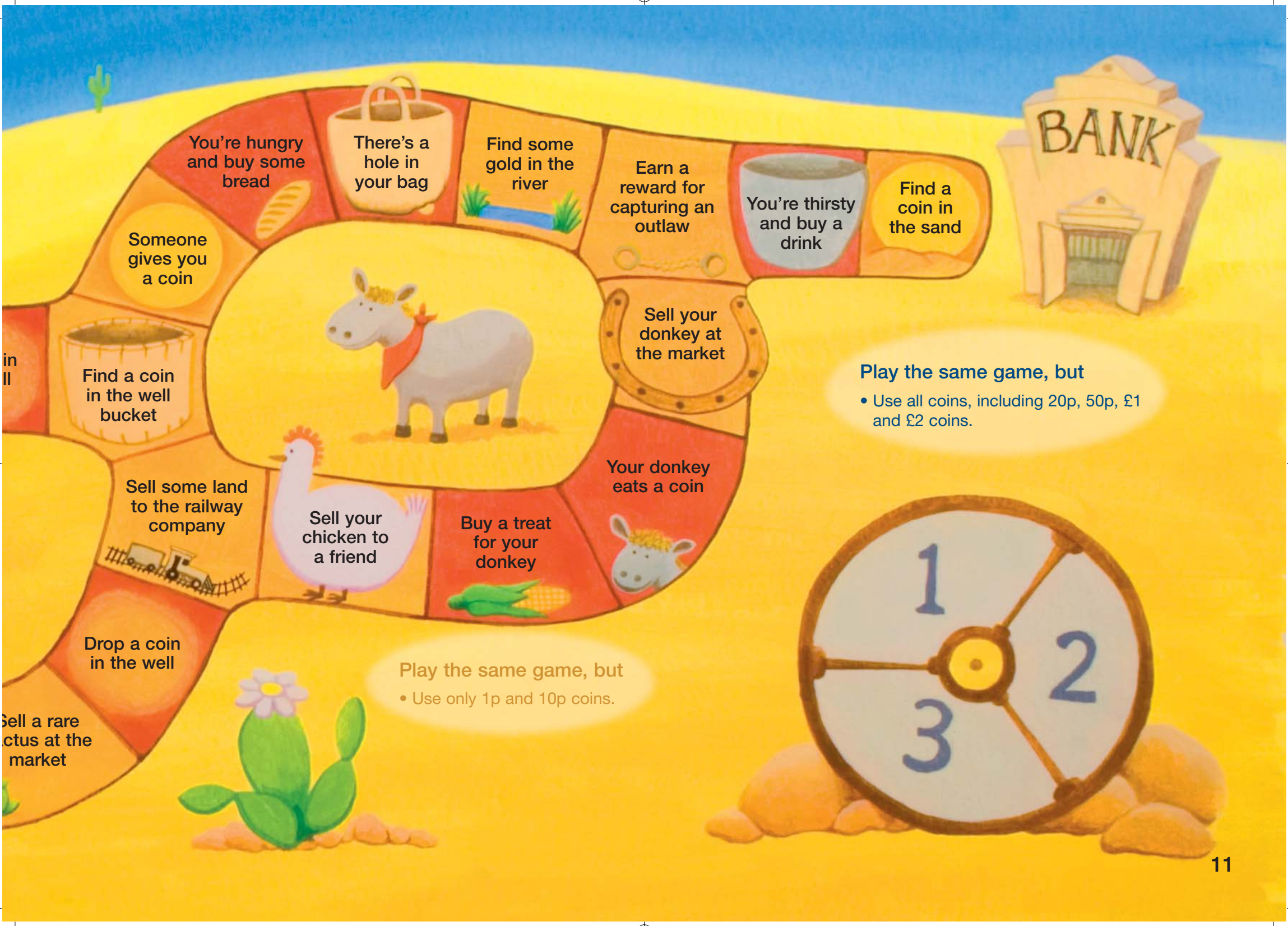
You will need

- A counter for each player
- About 40 coins (1p, 2p, 5p and 10p)
- A safety pin and a pencil to use on the spinner

Playing the game

- Each player takes five coins. Pile the rest of the money on the table
- Put your counters on the house
- Decide who will start
- Take turns to spin the spinner and move that many spaces along the path
- If you land on a yellow square, take any coin from the table; if you land on an orange square, put one of your coins back on the table
- You can choose any path to the bank, but you can't retrace your steps
- The game ends when both players have reached the bank
- At the end, count up your money and put it in the bank; the winner is the person who banks the most money.





You're hungry and buy some bread

There's a hole in your bag

Find some gold in the river

Earn a reward for capturing an outlaw

You're thirsty and buy a drink

Find a coin in the sand

Someone gives you a coin

Find a coin in the well bucket

Sell your donkey at the market

Play the same game, but

- Use all coins, including 20p, 50p, £1 and £2 coins.

Sell some land to the railway company

Sell your chicken to a friend

Buy a treat for your donkey

Your donkey eats a coin

Drop a coin in the well

Play the same game, but

- Use only 1p and 10p coins.

Sell a rareactus at the market

1

2

3



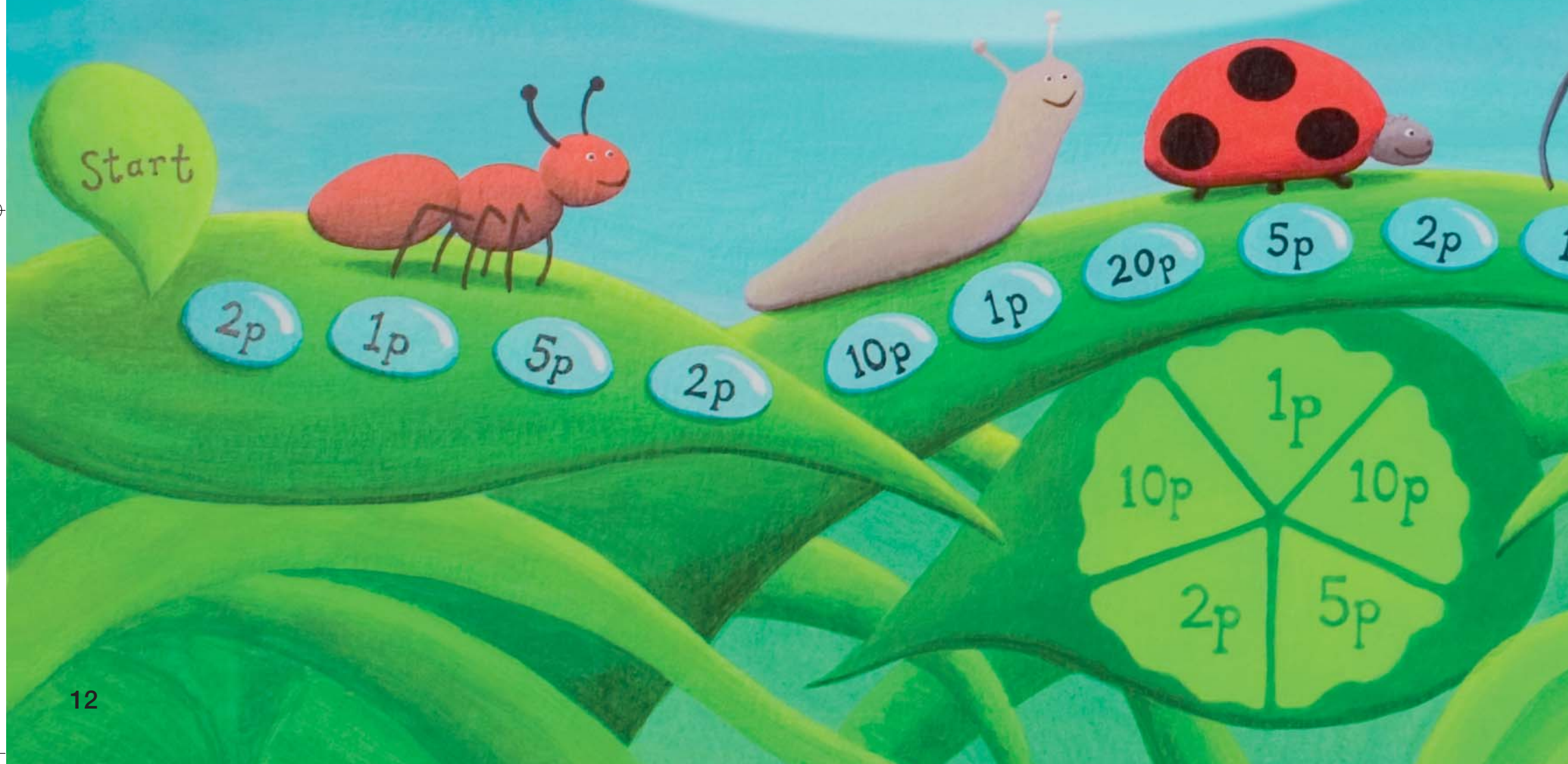
Sponsored walk

You will need

- A safety pin and a pencil to use on the spinner
- A counter for each player
- About £2 worth of coins for the sponsors (1p, 2p, 5p and 10p)

Playing the game

- Put the sponsor money on the table
- Each player puts a counter on Start
- Take turns to spin the spinner and collect that amount of sponsor money
- Move forward all the steps your sponsor money will pay for
- If you do not have enough money to take the next step, stay where you are
- Put the right amount of sponsor money in the Charity Box for each step you take (the Charity Box can give change)
- The winner is the first person to finish the sponsored walk
- Now count the total amount of money you have collected in the Charity Box.



Play the same game, but

- Don't spin the spinner. See how much money you need for your next step
- Close your eyes and try to pick the right coin out of a pot (you can peek if this is too hard). Use two 10p coins to make 20p.

Which coins?

A shopkeeper goes to a bank with a bag of 340 pennies. She asks for 10p and £1 coins in exchange. How many of each coin will she get?

Play the same game, but

- Using the spinner, you have to save up enough money to move five steps each time.



How much does it cost to eat?

Choose 10 items of food you need to survive a weekend. Imagine you are going to eat only these foods. Work out the cost of all these foods.

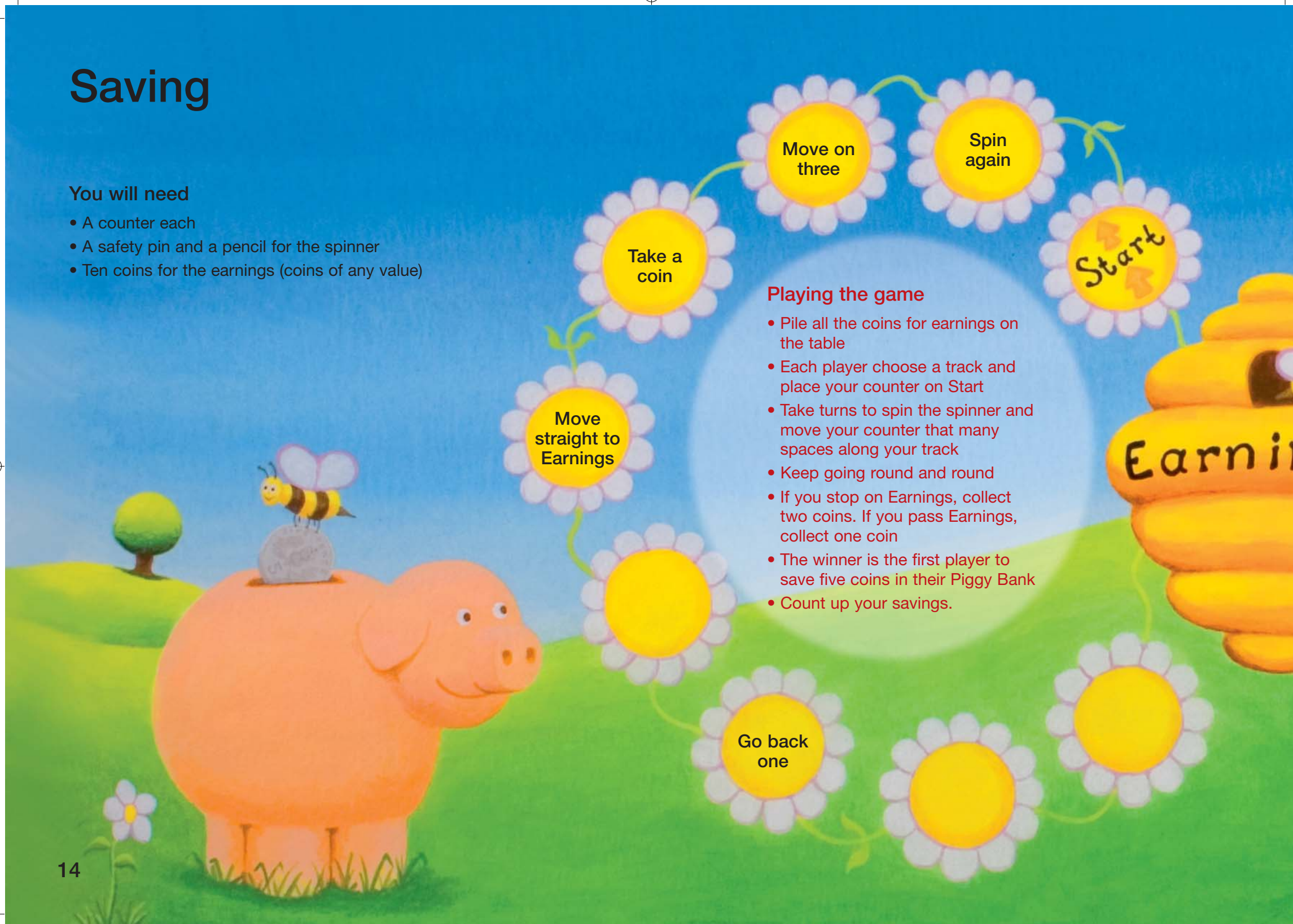
Saving

You will need

- A counter each
- A safety pin and a pencil for the spinner
- Ten coins for the earnings (coins of any value)

Playing the game

- Pile all the coins for earnings on the table
- Each player choose a track and place your counter on Start
- Take turns to spin the spinner and move your counter that many spaces along your track
- Keep going round and round
- If you stop on Earnings, collect two coins. If you pass Earnings, collect one coin
- The winner is the first player to save five coins in their Piggy Bank
- Count up your savings.





Start

Go back one

Spin again

Move straight to Earnings

Take a coin

Move on one

Go back one



Play the same game, but

- At the end, say the names of the coins you have saved instead of counting them up.

Play the same game, but

- Play until all the coins have gone
- The winner is the person with the most savings.

Double your money
 Mina has five 10p coins.
 James has twice as much money.
 How much money does James have?

Helping children understand money

Here are some suggestions for helping children get the most out of the games.

Key points for each game are shown like this:

 Understanding of money


 Social skills

 Mathematics learning

Find the hidden money (page 4)

 Recognising coins


 Describing and discussing what you are doing

 Using words associated with money


Discuss how to keep track of what coins have been found. You could cover them with pieces of paper or a real coin of the same value.

Make collections of coins that add up to 50p, such as five 10p coins, or a 10p coin and two 20p coins.

Money box (page 5)

 Identifying coins

 Recognising choices


 Estimating and checking by counting


Discuss different ways to recognise coins. Talk about the similarities and differences that you notice between the coins. Talk about which coin is worth the most and which is worth the least.

Show how a pile of ten pennies is worth the same as a 10p coin. Try different ways of counting the coins; in piles of the same coin, in piles which add up to £1.

Animal grids (page 6)

 Recognising coins




 Taking turns and sharing fairly

 Counting and finding totals

Point out the differences between coins, such as the size, the colour and the numbers on the coins.

Encourage children to count their money by starting with the high value coins such as “10p, 20p, 25p, 30p, 32p...”




Shopping (page 8)

-  Recognising coins, exchanging coins for goods and budgeting
-  Making real choices
-  Counting, finding totals and giving change

Help young children count their 1p coins by moving each one aside as they count, and organising them into a line. Discuss with older children how much money they have gained in the game and whether this is a lot of money. What do they consider is a lot of money?

Discuss the value of the shop items with the children. What would they rather spend their money on? Invent a budget, such as 50p, £1 or £5, and ask children to talk about what they would spend that money on.




House to bank (page 10)

-  Keeping money safe
-  Following rules and making choices
-  Recognising numerals

Discuss how important it is to put money in a safe place and not to lose it, especially when you are out and about.

Decide together the effect of choosing different routes to the bank. You could do this by counting along in both directions to help find a way that avoids losing money.




Sponsored walk (page 12)

-  Choosing how to spend money
-  Considering moral dilemmas
-  Using mental strategies to solve money problems

Decide together what charity you would give the money to if you organised a sponsored walk.

Help children decide on an efficient way to count the coins they have collected. It could be by putting the coins in heaps worth 10p or by sorting out the same value coins.

Saving (page 14)

-  Recognising coins and keeping financial records
-  Solving problems
-  Reading and writing numerals

Talk about the purpose of saving money – such as to save up for an expensive treat or just for a rainy day.

Children can keep a record of the savings they make each time they play the game.

More things to do with coins

*Pennies on a plate,
Pennies on a plate,
Two, four, six, eight,
Pennies on a plate.*

Can you count enough 2p coins to make 10p?

Two groups of twelve.

Three groups of eight.

How many more ways can you organise 24 pennies?



Use your coins to make a long worm.
The coins should be in date order.

Use your coins to make a picture.
You can make a picture like this one by rubbing a pencil over paper that has a coin underneath it.

How much is it worth?

Can you make a picture that is worth exactly £1?





You want to do the best for your child. You want to give them the opportunities to further their talents and interests. You want to make the right choices for them, too.

Today, that means making some important financial decisions to help families to achieve all this. For example, in education the aim is that by 2010 half of all 30-year-olds should have had the opportunity to benefit from higher education – with parents covering more of the costs. And it's becoming increasingly difficult for young people to take that first step on the property ladder.

At The Children's Mutual we are here to help you fulfil your hopes for today's children by ensuring they are financially well equipped for the future. We offer a range of savings plans especially designed to do this.

To find out more about saving for your children's future, call 0800 585474, or visit us online at thechildrensmutual.co.uk



The
Children's
Mutual™

Home of the Child Trust Fund

Making Sense of Money

Play can be a very effective way for young children to learn. These attractive games are designed to help children aged four to eight years become familiar with money – with a little help from their adult friends. The games offer lots of opportunities for children to handle and recognise coins, to think about how to collect money – and how to spend it! They can make choices about which coins to pick up, what to buy and how to record their savings.

This book will assist both teachers and parents in helping young children learn about money.



HSE-OT-0266-0709



The
Children's
Mutual™

Home of the Child Trust Fund