

Money, money, money

Essential resources


- Coins of different denominations
- Plastic jars or bottles
- Newspaper
- Balloons
- PVA glue
- Paints
- Cardboard

- Coloured pens
- Packets, cartons, cereal boxes, plastic bottles and other items suitable for a pretend shop
- Newspaper
- Toy money
- Stickers
- A cash box, toy till or suitable container with divisions for different coins

EYFS links

These activities can help children to:

- PSRN: Use some number names accurately in play (Numbers as Labels and for Counting, 30-50 months).
- PSRN: Count up to three or four objects by saying one number name for each item (Numbers as Labels and for Counting, 40-60+ months).
- PSRN: Begin to count beyond 10 (Numbers as Labels and for Counting, 40-60+ months).
- PSRN: Count aloud in ones, twos, fives or tens (Numbers as Labels and for Counting 40-60+ months).
- PSRN: Know that numbers identify how many objects are in a set (Numbers as Labels and for Counting, 40-60+ months).
- PSRN: Recognise numerals 1 to 9 (Numbers as Labels and for Counting, ELG).
- PSRN: Use developing mathematical ideas and methods to solve practical problems (Numbers as Labels and for Counting, ELG).
- PSRN: Begin to make comparisons between quantities (Calculating, 22-36 months).
- PSRN: Know that a group of things changes in quantity when something is added or taken away (Calculating, 22-36 months).
- PSRN: Share objects into equal groups and count how many in each group (Calculating, 40-60+ months).
- PSRN: Use language such as more or less to compare two numbers (Calculating, ELG).
- PD: Engage in activities requiring hand-to-eye coordination (Using Equipment and Materials, 30-50 months).
- PD: Manipulate materials to achieve a planned effect (Using Equipment and Materials, 40-60+ months).
- CD: Engage in imaginative play and role-play based on own first-hand experiences (Developing Imagination and Imaginative Play, 30-50 months).



From the first time you give a small child a coin so that they can pay the counter assistant, to the time when they receive regular weekly pocket money, and beyond, they will be developing attitudes towards money. Giving them activities which involve dealing with money and bartering will teach them numeracy and counting skills, how to negotiate and some early grounding in money management.

rectangular piece of card in half so they can use it to direct the coin.

Posting money

Children love posting money, especially if they can see it fall and watch the money mount up. Very young children will want to post the coins again and again. Use a plastic bottle or jar, with a slot cut out of it.

Swapsies

The best way to get a young child to give you something that you don't want them to have, is to offer them something else more interesting. Turn this into a bartering game. Make two piles of toys, one for you and one for the child. Offer them one from your pile and then point to theirs and hold your hand out so that they give you something in return. They will play this for a long time before getting bored.

Pocket money

It takes young children a long time to decide what to buy because there is such a huge choice in the shops. Help them to think of possible purchases before they go. Once there, select only those particular items for them to choose from. This will teach them valuable lessons about planning their spending.

0-3-years-old

Letting young children pay for items in shops gives them a sense of responsibility and helps them make the association between paying and receiving.

Counting coins

Help children to take their first steps in counting money by letting them build towers with two or 10 pence coins. Getting to grips with these helps their hand-to-eye coordination. They also enjoy learning to spin or roll coins. Make sure young children are not left alone with them.

Roll a penny

Make a game using a sheet of card. Draw smiley faces of different colours and see if children can roll the coin onto the one they have chosen. Fold a



5-8-years-old

Super shops

Give children a certain amount of play money each and let them buy pretend goods at 10 toy pence each, to sell to each other. Make a rule that each child has to buy at least four items from the others. They should set their prices to make a profit. The winner is the one who ends the game with the most money.

Design a bank note

Let children design bank notes on a computer using Word, Publisher or

Paint programmes. They could put a photo of themselves or somebody in their family on the notes and print them out to play with.

First steps in budgeting

Give children a budget for a two-course meal and let them work out a shopping list. Then they can help to purchase the goods and make the meal.

Charity

Suggest they make an extra money box to collect money for a charity of their choice.

tubes into four pieces and attach a third of the way back, for the legs. Show children how to glue strips of newspaper in place, overlapping and repeating, for four or five layers.

Leave the model to dry and pierce with a knitting needle to burst the balloon. Children can paint their animals, attaching coloured card for ears, felt for the eyes and nose, and wool or pipe cleaners for whiskers and a tail. When they are finished, cut a slot in the top.

Earning treats

Let children earn tokens, such as buttons or toy money, by doing small jobs or being helpful or kind. Decide how many tokens they need to save in order to get a treat, such as their choice of meal, a trip to the park, or watching their favourite film.

Bring, barter and give away

Give children a box for old toys. Let them bring in from home those they no longer want (checking with parents and carers first). When there are enough toys, let each child choose something. Involve the children in taking the rest to donate to a charity shop or hospital.

Highest bidder

Another idea is to let children use tokens they have earned to bid for toys in the box.

Deborah Sharpe, education writer

3-5-years-old

The value of money

Encourage children to make piles of two, five and 10 pennies and to put the equivalent coin, two pence, five pence or 10 pence next to the corresponding pile.

Show them how to make the equivalent of 20 pence, 50 pence and a pound and help them to practise putting the correct amount of change next to the corresponding coin.

Roll a coin (advanced)

Write different amounts of money by each smiley face on the board used for 'Roll a penny'. Let children take turns to roll a coin. If it lands on a smiley

face they receive toy money equivalent to that amount. The winner is the one with the most money.

Playing shops

Use empty goods packets and boxes stuffed with newspaper to make them stronger. Help children to write prices on each item. If you do not have toy money, children can pretend it is a pound shop and use buttons, beads or pasta pieces to represent pound coins. Let them take turns to be the shop assistant. Use dressing-up clothes or toys to create other types of shop.

Animal moneyboxes

Inflate balloons to the size required for each moneybox. Cut kitchen roll

Tips for getting older children involved in helping younger ones

- Older children can help younger ones to count money and work out their change when playing shops.
- They can make the 'Roll a penny' game and help younger ones to create their money boxes.

Win a Chip and Pin Till!

Buy the shopping with this chip and pin cash register (£32.34) from TTS Group (www.tts-group.co.uk). Go through the checkout, add up the price of your shopping on the working calculator, and pay with your credit card, not forgetting you need your pin code. Money, cards and food all come with this resource.

For a chance of winning, email childcare@markallengroup.com, with 'cash' in the subject line. Entries are limited to one per person and must be received before 31 October, 2011

