

Money

Talk about the different coins that we use in Scotland .



If you have a range coins at home get them out and play with them:

*Mix up the coins - put them in order from lower value to highest value

(Talk about the numbers on the coins—not the size. A big coin doesn't mean it is worth more!!)

*Ask for coins - give me the 2p coin give me the 50p coin

*Put prices on objects in the house ask your child to pay for them with the coins.

20p



* Take rubbings of the coins so that they look at them closely.



Place a paper over the coin. Scribble over the top with a pencil.

You can use them for a matching game. You can label all the coins too.



* Try the game on pages 2 and 3 - Cut out the paper coins and stick them on the sheet or use them for money games at home. Start a little shop.

Numbers to 30...

Keep reading and writing numbers.

Keep practising adding one and taking one away—in your head.

Collect things in the garden or on a walk:

20 stones

24 leaves

Reading Clocks

Keep working with your clock.

Can you set the time to:

Half past 6

4 o'clock

Half past 9

2 o'clock

Quarter past 3

12 o'clock

What time do you have your dinner?

Set your clock and take a photo to show me. Post it on the blog.

Maths Home work options:

Do a little everyday.

Keep up your skills!

Sumdog also a great way to keep using your number skills.

Big P1 Word Problems on page 2.

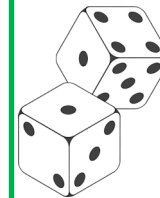
Pictures on the blog please!!

Word Problems

Money related word problems on page 4.

Try out all the money work before attempting these—just to be sure that we've given our money skills a workout first.

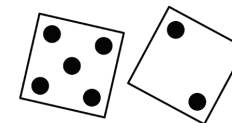
Always draw a picture to solve—it lets the learner work through the problem in a practical way. Don't get caught up in the words.



Roll 2 dice.

Add the 2 numbers together

$$4 + 1 = 5$$



















Roll 2 dice.






















Take the small number away from the big number

$$5 - 2 = 3$$

Can you find the right coin for the shop keeper?

Is it   
1p 2p 5p

  <input type="radio"/>	  <input type="radio"/>
  <input type="radio"/>	  <input type="radio"/>
  <input type="radio"/>	  <input type="radio"/>
  <input type="radio"/>	  <input type="radio"/>

LO: To find the right coin.

Can you find the right coin
for the shop keeper?



Is it



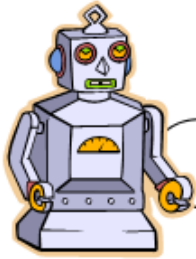
10p



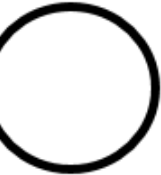
20p



50p



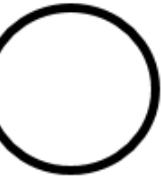
50p



10p



10p



20p



20p



50p



50p



20p



LO: To find the right coin.

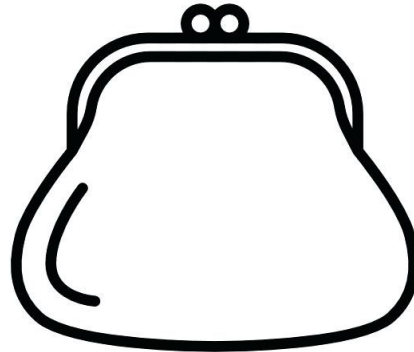


Drawing pictures to solve these word problems.

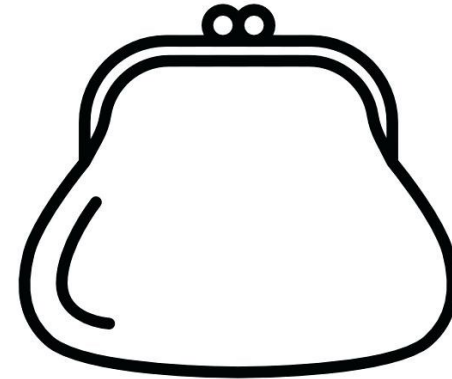
Grace has 8p in her piggy bank.
Draw the coins she has in her bank.



Brody has 16p in his purse.
Draw the coins he has in his purse.



Tasnim has 26p in her purse.
Draw the coins she has in her purse.



Mum has 13p.
She spends 4p on an apple.
She spends 5p on a banana.
How much money does she have left?

Dad has 19p
He spends 10p on a melon.
He spends 6p on milk.
How much money does he have left?

Owen has 22p.
He spends 11p on a car.
He spends 4p on a drum.
He spends 5p on a dog.
How much money does he have left?

Draw the coins (2) (1) are easier

Count it up → 20p spent
He has 2p left.

Owen has 22p
He spends 11p on a car.
He spends 4p on a drum.
He spends 5p on a dog.
How much money does he have left?

He has 2p left.

Here are two different ways to draw and solve the same money problem.

It is easier to use 1p and 2p coins to start with. Easier to count up.

Let your child have go first they might have a better or different way of drawing to solve!