

#### Aim/context

To be able to work out how much change is needed when paying for an item or a group of items. To be able to use the '+', '-' and '=' buttons on a calculator correctly.

#### Age group 6/7 years

The children will have 50p/£1 to spend, they will have to buy 2/3 items, then use the calculator to work out how much change they have left.

#### Objectives

To be able to solve problems involving addition, subtraction or multiplication in contexts of pounds and pence.

To be able to identify and record the information or calculation needed to solve a puzzle or problem; carry out the steps or calculations and check the solution in the context of the problem.

#### Teacher tips

Previous knowledge/experiences needed

- The children should have had a lot of experience of being a shopkeeper and using a till to give change to customers.
- The children should have been shown how to use the function buttons on a calculator and key skills such as starting with the highest number in a subtraction sum should have been visited. They should also have experience of working with calculations that have 2 parts. The children should have been shown that if 2 values are the same that they can multiply the values instead of adding them together.

#### Resources

Calculators.

Role play shop.

**Activity sheet 3** What's in the purse?

#### Key questions/prompts

Which amount do you need to put into the calculator first?

Which function buttons do you need to use?

Model subtracting the largest number first.

Model using the multiplication key to add 2 equal values together.

#### Group activity ideas

1. Set up a shop as a role play and give the children either 50p/£1 to spend, items priced in the shop should be between 1p and 50p in price, the children can choose 2/3 items to buy and then take it in turns to be the shopkeeper and give the correct amount of change.
2. **Activity sheet 3** What's in the purse? The purse has either 50p/£1 in it as well as items of different amounts for the children to buy. They can choose to buy 2/3 items and then work out how much change they need to put back in the purse.
3. The children could have 50p/£1 to spend and choose 2/3 items to buy in a shop, café, or building merchants and then work out how much change they will need on a calculator.

#### Cross curricular links

##### PSHE:

Realise that money comes from different sources and can be used for different purposes

##### Spoken language:

Role play activities in shop, children take turns to be the shopkeeper and customer

##### Financial Education:

I can recognise and choose the correct value of coins to use and calculate change

I know I can save money (points) to use later in the 'get stuff' shop, instead of spending it now

Ref: [www.pfeg.org/PlanningFrameworks](http://www.pfeg.org/PlanningFrameworks)

Circle 2 items you would like to buy and then write how much change you would have left over.



= 70p



= 50p



= £1.05

