

Aim/context

To be able to multiply coin values to find a total amount. The children will have a shopping list with items of fruit. They must buy the correct number of fruit and use multiplication to work out how much they have spent.

Age group 6/7 years

A shopping list with either oranges or apples on, the oranges cost 20p each and the apples cost 50p each. They must add up in 20's or 50's to find the total amount needed to buy the items on the list. The total amount will not exceed £5.

Objectives

To be able to derive and recall multiplication facts for the 2, 5 and 10 times-tables and the related division facts; recognise multiples of 2, 5 and 10.

Teacher tips

Previous knowledge or experience needed

- The children should have had lots of opportunities to play with money in role play situations.
- The children should be familiar with coins up to the value of £2 and be able to identify the differences between them.
- They should also be familiar with higher values of money up to £5.
- They should have also learnt about the use of a decimal point in values over £1.
- They should have had a lot of experience of counting in 2's and 5's.
- They should be aware that by counting in 5's they can adapt this skill to counting in 50's.

Resources

Set up a green grocer's shop.

Counting stick.

Activity sheet 3 Shopping list.

Key questions/prompts

Model counting up in 20's and 50's.

Ask the children to check the value of each item before they start the addition.

Model using multiplication as a method to work out the total, rather than addition.

Group activity ideas

1. Set up a green grocer's as a role play area, label fruit with prices of either 20p or 50p. The children can pretend to be customers or the shopkeeper.
2. **Activity sheet 3** Shopping list or children could draw their own shopping lists and then work out how much they need to take to the 'shop' to buy their items. A calculator can be used to work out the totals.

Cross curricular links

PSHE:

Realise that money comes from different sources and can be used for different purposes, including the concept of spending and saving

Spoken language:

Role play activities in green grocer's shop, children take turns to be the shopkeeper and customer

Financial Education:

I know the value of the coins and notes I use

I know I can save my money to use later instead of spending it now

Ref: www.pfeg.org/PlanningFrameworks

How much money will you spend?



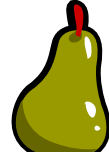
= 50p



= 10p



= 20p



= 25p

Shopping List

3 Bananas

2 Apples

2 Pears

1 Orange Juice

I have spent...

p