

143459_Count Your Pennies - Instruction Sheet

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count your pennies!

play tips

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how to play

role playing



- Money can be carried around in the wallet and used to buy fruit and vegetables or toys from around the house as well as items on the play cards that are included.
- This familiarises the children with the concept of money and the relative value of each coin/note.

The child could also use the play money with real world items after a shopping trip to see what items they could have bought.

how much does it cost?



- Give the child all of the notes and coins and place the item cards in a pile in front of them.
- Show one item card at a time to the child and ask them how they would pay for it.
- If the child is struggling, the item card can be turned over to reveal a coin matching game that shows one possible answer (there are lots of others).
- Once the money is matched with the card, the money is returned to the child so as not to limit their choices on the next turn.

For extra play value, try and find as many ways as possible to pay for an item card.

For an extra challenge, the child can buy multiple items at once if they can work out the total cost of their shopping list.

the value of money



- All the item cards are laid out in front of the child and they are given all the money and the credit card.
- The child must choose items they want and pay for them in correct change.
- If they cannot work out how to pay for an item, they may use the credit card. You must then take the correct change from the child in return for the item card.
- If the child cannot afford an item they want, they must 'sell' back an item they already own to gain the money they need to carry on playing.
- This teaches the child how much certain items cost as well as visualising the process of choosing items you want versus items you can afford.

To make this easier, allow the child to pay with amounts larger than that on the card and give them the change. This is a useful experience as exact payment isn't always available.

This game can be reversed, putting the child in charge of the item cards and asking them to work out how much change they need to give you.