



## Stage 10: Calculating with money

### Learning intention:

To calculate with money and give change

### Stage overview:

- ✓ In this stage, the children will make a non-food product using their pressed flowers and then be introduced to the idea of profit in a very simple way to enable them to choose a selling price for their farm shop products. In the context of a role-play farm shop, the children will practise adding with pounds and pence (in order to calculate order totals) and subtracting (in order to calculate their customers' change).

### Materials needed:

- Pressed flowers
- Card/ paper
- Role-play money
- Advertisements designed in stage 9
- Photographs of food and non-food products made earlier in the project

### Presentation notes:

Slide 2: Making a non-food product	<ul style="list-style-type: none"> <li>- Ask the children to use their designs and dried carnations from stage 8 to make their non-food product using their pressed, dyed carnations.</li> </ul>
Slide 3-4: Deciding on a selling price	<ul style="list-style-type: none"> <li>- Explain that the children will be setting up their farm shops today so that they can sell their products but first they need to decide on a selling price for the products they have made.</li> <li>- Ask the children what we need to think about when deciding on a selling price: how much the products costs to make, making the not too high so customers still want to buy it but not too low so that they can cover their costs.</li> <li>- For example: if it cost £1 to make each bread product then your selling price needs to be more than £1 so that you make a profit. Profit is the money that is left over after you have covered the costs of making the product.</li> <li>- If it cost 50p to make each pressed flower product then your selling price needs to be more than 50p.</li> <li>- Ask groups to decide on selling prices for their products and write the cost on their advertisements.</li> </ul>
Slide 5: Calculating with money	<ul style="list-style-type: none"> <li>- Model the method you would like the children to use for adding amounts of money e.g. if a customer wishes to buy a bread product and a flower product.</li> <li>- Model the method you would like the children to use for subtracting amounts of money e.g. for giving a customer change.</li> <li>- Use the power point to share examples for the children to work</li> </ul>

	through.
Slide 6: Playing farm shops	<ul style="list-style-type: none"> <li>- Ask the children to arrange the classroom like market place so that each table represents a farm shop and the children's advertising and photos of their products are clearly displayed.</li> <li>- Share out the role play money and split the class in half so that they have an opportunity to experience being both a shop-keeper and a customer.</li> <li>- The customer group will visit their peers' shops and place orders which they will pay for with their role-play money. They must ensure that they have enough money to pay for their orders.</li> <li>- The shop-keeping group will welcome their customers to their shops and calculate the total cost of their orders and the change they need to give them.</li> <li>- Once the customer group have spent all their role-play money. Swap the groups around and repeat the activity again so that all children have the opportunity to experience both budgeting and calculating order totals and change.</li> </ul>

### Links to the National Curriculum:

Subject	Topic	Objective
Maths	Measurement	<ul style="list-style-type: none"> <li>- Add and subtract amounts of money to give change, using both £ and p in practical contexts</li> </ul>
	Addition and Subtraction	<ul style="list-style-type: none"> <li>- Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</li> <li>- Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</li> </ul>