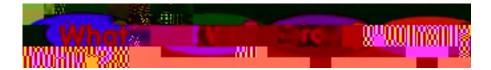
AZVgc[°]c\[°]HXdi a/cY



Thursdays 11.45-12.00 & B cj Ya VYf hr (8 WYa VYf BBC2

H \YgYbchYgfYUYYtcfYHUga]HHXdfc[fUa a Yg UbXk YfYWbWjj YX k]h]bhYSi 14ZfUa Yk cf_. K \]`Yh YSi 14Hfa]bc`c[m\UgVYb fYHUbYX, HUWYfgUYYbWi fU YX tc WbgXYf h YWbhYbh]b hfa gcZ]hg Wbhf]Vi Hcb tc dfca cHb[gi WYggi `YUfbYfg WbÚXYbh]bX[j]Xi Ug fYgdcbg/VYVJf]mYbgUbXYZZWJj YWbhf]Vi hcfs.

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F]bUbVJU WdUV]`]hmÌ h\YbUi fYcZa cbYm

Forward plan		6
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Dfc[fLa a Y)	H\YV][a cbYmdfc[fUa a Y	9
Dfc[fLa a Y*	O`X^i b_ bYk ^i b_	12
Dfc[flaaY+	LchgcZ`c``mh	15



7 7 8 AZVgc/c\

A ttainment outcome focus: Financial Capability

Levels A /B

Problem Solving WorkingWith O thers	 Financial understanding understanding the concept of money where does it come from and what do we use it for? Financial responsibility making informed personal life choices Financial competence knowing how to look after and manage money planning and keeping track of our spending Financial enterprise using financial resources confidently discussing money as suggested in the follow-up activities for each programme participate in a range of activities which will encourage their development of the four areas h tiU ment, fur pc nt oenkł iiffrom vichsc spc m ° e L L iin ca rPupils elng Q L standing L L 	 'A fter the programme' discussions using the 'what, where, why' questions as starting points Suggested activities following each programme Worksheet: design a £5 note Worksheet: make a poster to advertise gelling at a car boot wige Worksheet write a set of rules to help save electricity at school 	Pupils should demonstrate an understanding of the development of money as we know it today and appreciate that to take money from the bank we first have to have money in it Pupils should begin to show an understanding that the quality of a product can affect its price and that people are paid for the job they do Pupils should have formed a basic
		save electricity at	

- : cf Dfc[fLa a YCbY
- Real money in 1p, 2p, 5p, 10p, 50p and £1 coins, with enough of each to allow comparison of different ways of reaching the same value
- £1 and £5 notes for children to examine
- A selection of foreign currencies
- drawing and colouring tools

: cf 'Dfc[fla a YHk c

- A selection of catalogues, both general use and for school equipment
- drawing and colouring tools
- A letter to parents asking for toys for the bring and buy sale
- Money to use as change at the sale
- : cf Dfc[fla a YH\fY
- A selection of magazines and newspapers, to enable children to look at adverts, including car adverts

The generic verse of the 'Money' song is given here. Additional verses are printed in the Parent Prompt sheets of the unit.

McbYingcb[

To buy new clothes or food to eat To fill our homes with light and heat There's one thing that we all need, Money!

When they end their working day Mums and Dads take home their pay Then decide to spend or save, Money!

A holiday, a sweet or two, What you buy is up to you, Be careful with your money, Try to keep an eye on what you buy, Money!

Programme O ne

- Transmission date 20 November 2008

The Happy Gang learn that we need money to pay for all sorts of different things, and that to get money from banks and supermarkets we need to have money in the bank first. They also learned what people did before money was invented.

money barter shells paper coins foreign supermarket bank

 $K \setminus Uh$ did Mr P want to buy to eat?

 $K \setminus MY$ did Spatz get his money from?

 $K \setminus M$ did people use the barter system?

 $K \setminus m$ did Mr P think he had lots of money?

F]bUbVJU YXi Which

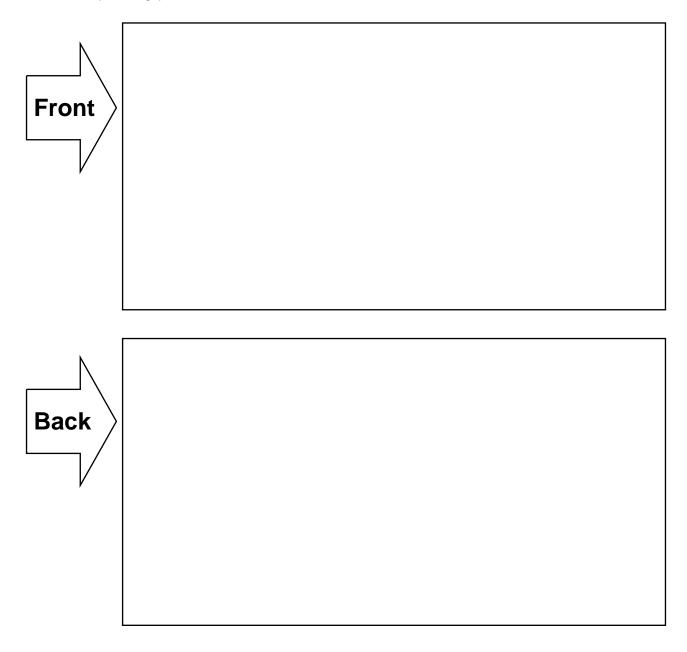
- 1 Use real money to show various equivalent values, such as that 20p is equal to two 10ps.
- 2 Talk about the barter system, and how we can still use it today (for example, by swapping one sweet for three crisps).
- 3 Ask the children to bring in a selection of coins from abroad, and make a display showing their equivalent value in British currency.
- 4 Talk about what a supermarket checkout operator means when they ask a customer 'Do you want cashback'.
- 5 Design a new fun Automatic Teller Machine for a bank named after your school.

Design a £5 note

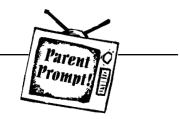
Look closely at a £5 note.

Discuss all the information on it. Pay attention to the pictures as well as the writing.

Then design a £5 note for your school. Make sure your school badge is included in the pictures. Colour the money using your school colours.



When you have finished, compare your £5 note with a real one to make sure you haven't missed any information.



What's money for?

Today we saw that we need money to pay for all sorts of things!



At the car park or the pool On the bus that goes to school Need a drink to keep your cool? Money.

> Long before money was made People bartered and they'd trade 'This for that' was how they paid Money.

Then shells became the currency Until someone made coins one day And now we have a different way We can use plastic when we pay! Money.

Money play

Work together to find out how many different combinations you can think of which will make

£1

For example, you could use just two coins,

50p + 50p,

or 100 separate pennies.



For sale!

Imagine you are going to sell one of your old toys at a car boot sale.

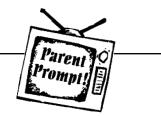
Design a poster to advertise what you're selling.

Discuss with a partner how much you are going to charge.

Programme Three

- Transmission date 4 December 2008

The Happy Gang are paid £1000. Nicky goes on a	a spending spree for ne	ew clothes and		
Mr P watches the adverts on television and ew!	s M	S	Μ	a!



The cost of living

Today we found out that we have to pay for things that we need to live.

The Budget song

To make your money plans succeed You have to know just what you need So do your sums and then proceed. Money.

> You can't have everything you see You have to budget carefully Save something for a rainy day. Money.

You need to save if you intend To buy a gift for your best friend So keep some by it won't go wrong If something costly comes along. Money.

It's good to talk

Discuss all the things we *need* to live, such as food, drink, clothes, warmth and a place to live.

Watch it!

Watch some adverts on the television together. Discuss which ones you like, and which ones you dislike. Can adverts influence our thinking and make us want to buy things?