

## Money – Fifty cent

Your child will be learning about 1c, 2c, 5c, 10c, 20c and 50c coins over the coming days.



### Game 1: The shop

Make a number of price tags using pieces of paper or Post-it notes. Ask your child to put different prices on the tags, e.g. 11c, 14c, 17c, 24c, 28c, up to a maximum of 35c at this stage. We only want your child to add shopping to a maximum of 50c. Ask your child to place the price tags on different items around the kitchen, e.g. bread, beans, peas, apples, oranges, etc.

Give your child some real/play money: 1c, 2c, 5c, 10c and 20c coins. You play the role of shopkeeper while your child plays the role of shopper. Make sure s/he pays for his/her chosen items. Give out change with each transaction. Roles may also be reversed. Give the shopkeeper a sheet of paper for making calculations. It is best to start with the cheaper items, two at a time and build up to three items before worrying about giving change. Ask:

- Which is dearer/more expensive: the beans or the pen?
- What is the most expensive item in the shop?
- What is the cheapest/least expensive item in the shop?
- If I buy the peas and the bread, how much will it cost?
- If I buy the yoghurt, how much change will I get from 30c/40c/50c?
- How much for the melon and the lemon together?  
What change will I get from 50c?

### Money swap

You can play the role of banker in this activity. This game is best played if two or more children or adults are involved! Have a large selection of real or play coins in a bag or box. Make sure your child cannot see the coins. To begin you can give five coins (chosen randomly) to your child. The object of the game is for your child to exchange the coins that s/he has picked so that s/he has the least number of coins possible left.

At each turn, s/he may exchange a number of coins for a single coin of the same value by saying, for example: Banker, I want to exchange these two 5c coins for one 10c coin. If your child cannot make an exchange, s/he must pick another coin (at random) from the banker's stash (your stash).

After a specified number of rounds of the game (5/10/15/20), the player with the least number of coins is the winner. This game helps your child to exchange low denominations of money for higher denominations. It also helps him/her realise that a 20c coin, which is quite small, is of equal value to 20 single 1c coins or four 5c coins, etc. It will also be useful in Game 2.

### Game 2: Trading up my coins to 50c

This game can be played with 2/3/4 players. The object of the game is to trade 1c, 2c, 5c, 10c and 20c coins up to 50c coins. You will need about twenty-five 1c coins, about twenty 2c coins, fifteen 5c coins, about fifteen 10c coins, ten 20c coins and six 50c coins. Each player throws a die. (It may be better and quicker if each player throws two dice!) If s/he throws a 9, s/he is given nine 1c coins. The object of the game is to trade the nine 1c coins up to 5c and 2c and 2c. If the player gets an 8 on the next throw, s/he now has 5c + 2c + 2c + the 8 new single 1c coins which can be traded for 5c + 2c + 1c.

S/he now has 5c + 5c + 2c + 2c + 2c + 1c before trading the 2c + 2c + 1c for 5c. S/he now has 5c + 5c + 5c + 2c, which can be traded for 10c + 5c + 2c. The game continues in this way. The winner of the game is the first person to trade all his/her coins so as to have two 50c coins or whatever number is decided by the players in advance.

If you prefer, your child can trade up more quickly without having to go through each stage.