Themed Activities: Money Monster

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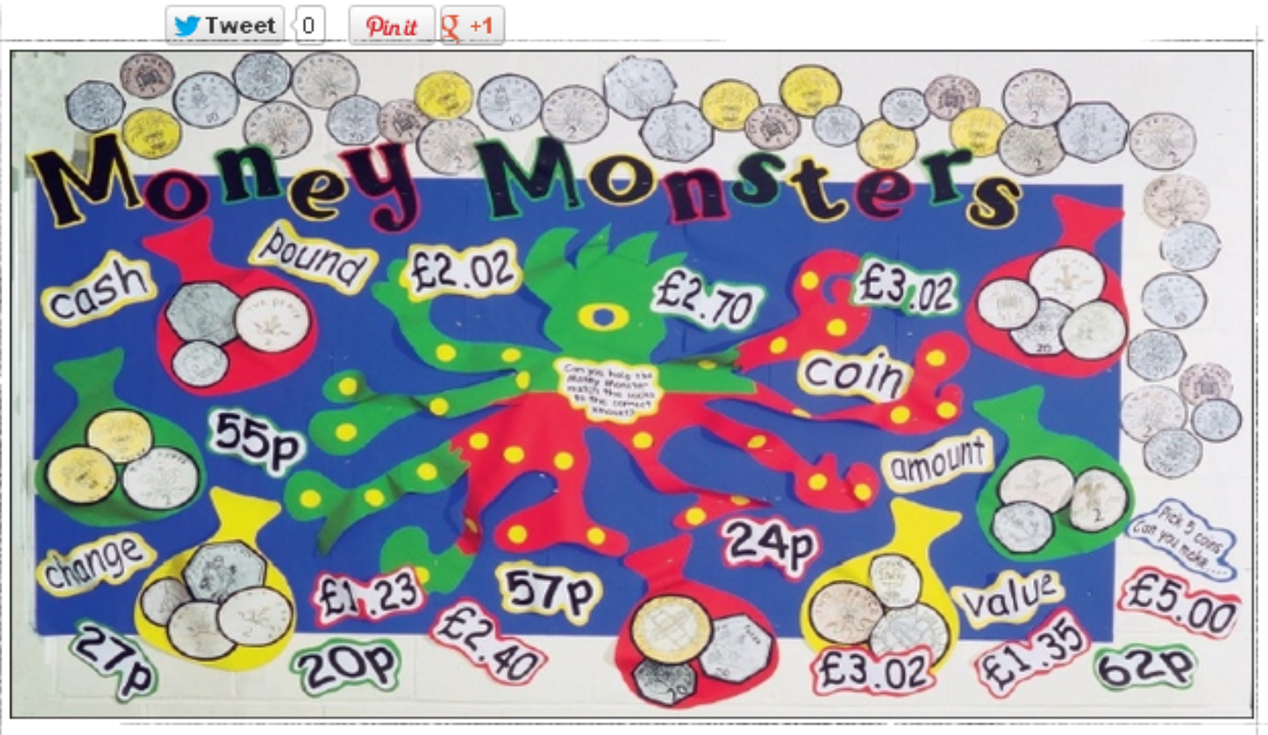

Ask children to help the Money Monster put the correct amount of coins in each bag

Learning Objective

Understanding money and decimals.

Starting Points

- The money monster visits! Use a puppet as the money monster. He tells the children that he has taken all the money in the school but that he will only give it back if they can recognise the value of the coins he has in his bag! (Use giant coins).
- Show children some giant paper purses containing different amounts of money. Ask the children to add the money and find the total.

Make

- Draw and colour giant coins.
- Make money mobiles.
- Draw, paint and use collage materials to make a giant money monster.
- Make coin rubbings on purse-shaped pieces of paper.
- Add related vocabulary and questions to the display.

Activities

- Challenge the class to race to a £1. Split the children into two teams, A and B. Spread out plenty of large paper coins in front of a board (values 1p, 2p, 5p, 10p, 20p and 50p). One child from team A chooses a coin to sticky tack on one half of the board. Then one child from team B chooses a coin and sticks it to the other half of the board. This continues until one team reaches exactly £1. Vary the amounts the children have to reach according to their ability.
- Try the 'Pass the Purse' game. Sit children in a circle and pass around a purse containing some play coins while singing, "Pass the purse around and round, round and round, round and round. Pass the purse round and round. Stop right now" (to the tune of *London Bridge is Falling Down*). The child counts the money in the purse before the game is repeated. Change the amount of money in the purse each time.
- Play the 'Making Money' game. Give each child a giant coin. Then roll a die, which has amounts of money on each face (values 1p, 2p, 5p, 10p, 20p and 50p). The aim is for children to get together into groups to make that amount. For example, if you roll 10p, two children who have a 5p coin could get together, or five children who have a 2p coin could get together.
- Ask children to draw, paint and use collage material to make their own money monsters, and use them to make coin totals. Each child could choose his or her own total and find ways of making that amount.

Develop and Extend

- Try the 'Ten Pence' game. Make sets of 1p, 2p, 5p and 10p cards. In small groups, children take it in turns to pick a card. The object of the game is for each child to make 10p in total. The game can be used with any amount of money, using different coin denominations.
- Play Money Lotto. Make a set of game boards with different values of coins, and give a board to each child. Prepare a spinner with different monetary values (that correspond to the values on the game boards) written on them. The children take it in turns to spin the spinner and cover the appropriate sack with the correct coins.
- Try the 'Money, Money, Money Game'. You need a large space. To do this. Spit the class into six teams and give each team a different-coloured hoop. Place a large selection of giant coins on the floor in the middle of the room. Have a die prepared with different captions such as 'more than a pound', 'less than fifty pence', 'nearest to two pounds' and 'between sixty pence and one pound' and 'the same amount'. Play music such as *Money, Money, Money* by Abba, while one child from each team puts a coin in the hoop. The children continue to do this until the music stops. You roll the die and read out the caption and the team whose hoop is closest to what is written is the winner. Repeat the game.

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Money Monster

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