**Unit 14: Money (May: Weeks 1&2)**

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| **Strand(s)> Strand unit(s)** | Measures>Money |
| **Secondary strand> Strand units (if applicable)** | Number>Numeration and Counting; Sets and Operations |
| **Learning Outcome(s)** | Through appropriately playful and engaging learning experiences children should be able to develop an awareness of money and its uses. |

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| **Lesson** | **Focus of Learning (with Elements)** | **CM** | **Learning Experiences** | **Assessment** |
| **1** | **Awareness of Money:** Articulates and shares prior understanding of money (U&C); Discusses the purpose of money and the different ways that we can pay for goods/services (including cash and cashless) (C); Become familiar with ways that money is spent, earned and saved and relate these concepts to their own lives (U&C) |  | [D] Reason & Respond L1–8  [C] Role Play: The Class Shop L1–2, 8  [D] Concept Cartoon L2  [D] Think-Pair-Share L2–3, 6–8  [D] Write-Hide-Show L2, 4, 7–8  [C] Sorting Coins L3  [D] Sort the Money! L3  [C] Coin Rubbings L3  [C] What am I? L4  [D] Quick Images L4  [C] Money Stations L4  [D] Choral Counting L5–7  [D] Notice & Wonder L5, 8  [C] Coin Order L5  [C] [D] Money Area Parts L5–7  [C] Game: Lucky Dip L8  **Print resources**  Pupil’s Book pages 60–66  Home/School Links Book page 34–35 PCM XX | **Intuitive Assessment:** responding to emerging misconceptions  **Planned Interactions:** responding to insights gleaned from children’s responses to learning experiences  **Assessment Events:** information gathered from completion of the unit assessment in the Progress Assessment Booklet page XX |
| **2** | **Let’s Trade!:** Discusses trading and swapping in real-life situations (C); Identifies and justifies whether a trade or swap is perceived as fair (R); Exchanges fairly based on relative value in real-life or role-play contexts (A&PS) |  |
| **3** | **Recognising and Sorting Coins:** Recognises the euro coins 1c, 2c, 5c, 10c, 20c, 50c, €1, €2 (U&C); Sorts and matches the different euro coins (R);Describes similarities and differences between coins (C) |  |
| **4** | **Matching Coins and Amounts:** Recognises, sorts and matches coins (R);Identifies which single coin can be used to pay for an item (R); Communicates and records the number symbols on coins (C); Uses the c symbol to represent money (C) |  |
| **5** | **Comparing and Ordering Coin Values:** Recognises that coins hold different values (U&C); Recognises the value of the 1c, 2c, 5c, 10c and 20c coins, using the cent symbol (U&C); Orders these coin denominations according to their value (R); Identifies and justifies which coin or collection of coins has the greatest value (R); Uses comparative language to discuss coin values (C); Identifies and justifies which coin or collection of coins has the greatest/least value (R); Sets relative monetary values to items in role-play scenarios (C) |  |
| **6** | **Counting Coins − Totals to 10c:** Recognises and demonstrates that lower value coins can be combined to equal the value of a higher value coin (U&C); Investigates different ways to find a given value (totals to 10c), using a group of coins (A&PS); Selects and uses suitable strategies to tender appropriate coins (A&PS); Begins to explain why having the most coins/notes does not necessarily mean having the most money (R) |  |
| **7** | **Counting Coins − Totals to 20c:** Exchanges fairly based on relative value in real-life or role-play contexts (A&PS); Investigates different ways to find a given value (totals to 20c), using a group of coins (A&PS); Recognises and demonstrates that lower value coins can be combined to equal the value of a higher value coin (U&C); Selects and uses suitable strategies to tender appropriate coins (A&PS); Begins to explain why having the most coins does not necessarily mean having the most money (R) |  |
| **8** | **The Toy Shop:** Uses a range of strategies to mentally calculate sums of money (totals to 20c) (C); Determines what can be bought for certain sums of money (R); Orders prices according to cost and identifies which items cost more or less (R); Judges whether there is enough money to buy an item and/or whether change should be expected (R); Partakes in situations where items are bought and sold using cash and cashless methods. (C); Selects and uses suitable strategies to tender appropriate coins and calculate change (A&PS) |  |
| **9** | **Review and Reflect:** Reviews and reflects on learning (U&C) |  |  |
|  | **Additional Notes:** |  |  |  |

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| **Key:** **Elements:** (U&C) Understanding and Connecting; (C) Communicating; (R) Reasoning; (A&PS) Applying and Problem-Solving. **CM: Cuntas Míosúil:** please tick when you have completed the focus of learning. **Learning Experiences:** [C] concrete activity; [D] digital activity; [P] activity based on printed materials, followed by lesson numbers. |