

HOME LEARNING GUIDE

KEY STAGE TWO

AGE 7-11

MONEY WEEK

YOUNG money
Part of Young Enterprise

Supported by

Santander

My Money Week 2022 is brimming with ideas to create meaningful discussions with children in the classroom and at home, with a range of resources to develop and improve their money skills.

This year's My Money Week materials help children explore their financial decisions and the influences on the spending choices they are likely to encounter as they grow up..

We've developed a set of teaching materials which include a **lesson plan** and **1 home challenge** and **1 short home activity** designed for children aged 7-11.

DISCUSSION

Throughout the teaching materials, children are encouraged to take part in discussions – look out for the following phrases, **'as a class'**, **'in pairs'**, **'in groups'**.

In the absence of a classroom, you can facilitate these discussions by encouraging your child to talk through their ideas. You could maybe invite the whole family to join in and share their ideas and experiences or if you have access to video calling, you could even set up a group conversation with other children.

PRACTICAL ACTIVITIES

The **home environment** offers new and exciting opportunities for learning. Why not find practical ways to bring the topic to life using items in your home as learning aids.

The key is to make the learning experience fun so your child will keep wanting to learn more!



Money Heroes

MONEY HEROES

Why not sign up for **Money Heroes** and discover a wealth of resources to help parents explore money matters with their children.

www.young-enterprise.org.uk/MMW/

HOME LEARNING ACTIVITY 1
SPENDING AND EARNING CHALLENGE AGE 3-11

This activity is a great way to model how money is earned and spent.

During this activity your child will learn that in life there are things we *need* to pay for and things we *want* to spend our money on. It will help your child to make choices and decisions about how they use the money they have, as well as understanding that money can be earned.

Find the guide to this challenge on the My Money Week Hub.



HOME LEARNING ACTIVITY 2
DEBIT CARDS AND ME AGE 7-11

This activity is split into two parts, **Part A** will develop your child's understanding of a debit card, how it is used and kept secure. Then, through role-play, **Part B** lets your child experience 'buying' items using a debit card.

Part A: Work through the PowerPoint slides on **My Money Week PowerPoint** to explain how a debit card works.

Part B: Involve your child in setting up the role-play for Part B.

ACTIVITY MATERIALS:

- A small piece of card (the size of a debit card)
- Paper (for recording 'spending')
- Coloured pens
- Supermarket items for role-play (items from your cupboards)
- Debit Cards and Me slides from My Money Week PowerPoint (PowerPoint)

ACTIVITY 2: PART A

10 MINS

Part A

Using **the PowerPoint**, show and explain, in simple terms, how a debit card works *(see the notes on this PowerPoint to help with this explanation)*.



DISCUSSION:

- Talk about the different ways that the character made purchases using a debit card. Which do they think is the most secure, and why?
- Ask your child, *'If you had a debit card, where could you spend your money and what might you buy?'*. Allow them to discuss and share their ideas but correct your child if they suggest something that a debit card cannot be used for, or something where it is unlikely to be used. *For example, if your child suggests that a debit card can be used to buy a house, or at a garage sale.*

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ACTIVITY 2: PART B

15 MINS

Part B

- Using items from your cupboards, set up a supermarket *(or any shop e.g. a bakers/grocers/magazine shop)* with prices. Using card, help your child to create and design their own debit cards. Use a real debit card to show them where the information should go *(but make sure to change the numbers and personal information).*
- Give your child a spend limit on their card. Give them a PIN. *Make sure that they are either mentally, or using pen /paper, recording their spending.*
- Support your child to role-play using their 'debit card' (by entering a PIN) to buy items from your shop.
- Take turns being shop assistant and customer.
- Praise your child for remembering and entering their PIN 'securely'.
- Think about letting your child keep one of the items they 'buy' to e.g. a banana, or cupcake.



DISCUSSION:

- Discuss why it is important to keep our money and personal information safe.
- Remind your child to make spending decisions based on the limit on their debit card. *Remind them to keep checking their balance and spending.*

CHALLENGE AND SUPPORT:

- Throughout the activity, use **the PowerPoint** to help your child become familiar with the different terms used e.g. PIN, contactless, secure, online, purchase
- Have your child pretend to have spent more on their debit card than they have got in the bank. Get them to think about the consequences and what they could do to solve the problem.
- Talk to your child about how debit card details can be stored on a device, such as a mobile phone and how people can 'accidently' make purchases using their debit card e.g. to buy online game 'add-ons'. Ask your child to think of ways they can ensure this doesn't happen. *For example to check with an adult when something pops up on screen, or when they want to get an add-on for a game.*

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