



Class saving scheme - Activity plan



Description

A new take on a traditional reward chart, by earning points and rewards as a class, encouraging learners to save.

Preparation

Print the class points chart or create your own.

Choose the four rewards for the class at each withdrawal point e.g. playtime, class trip.

Resources

Class points chart
Chosen rewards
(if applicable)

The Activity

There is nothing new about a reward points system, however this scheme has the added benefit of encouraging learners to save, while working as a team. The number grid also encourages learners to recognise number patterns.

Learners are rewarded points, at the teacher's discretion, for being kind, working hard etc. Each time a point is awarded, the learner colours in the next white square.

By establishing withdrawal opportunities at 10 points, 30 points, 60 points and 100 points with rewards of increasing value, the class must decide whether to cash in their points for a small reward or keep saving for a bigger treat.

They must decide whether to withdraw or save, as a class, allowing for further learning opportunities, such as negotiation, cooperation and the fundamentals of democracy.



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