



Money run - Games activity plan



Preparation

Print and cut out the small coins.
Print the large coin and note images and place around the sports hall or playground.

Resources

Small coin images and large coin images

Vocabulary

Pence, pound, refund

Introduction/context

Introduce each activity individually.

Session duration
10-20 mins

Money race

Shout out different coin and note values that you have placed around the space. Ask learners to race to the correct coin or note. The game should speed up, once learners become more familiar with the different values and their locations.

Session duration
10-20 mins

Coin spin

Ask learners to sit in a circle and issue each of them with a 1p, 2p, 5p or 10p coin, ensuring that the coin types are evenly spread out around the circle. When a coin denomination is called out, the learners with that value, race around the circle clockwise back to their spots. After a couple of rounds, introduce the refund rule. If you shout 'refund', they must run back to their spots anticlockwise.

Session duration
10-20 mins

Coin teams

Issue learners with either a 1p or 2p coin. Ask learners to group together to make specific values such as 5p or 10p. You can ask the 1p learners to jump around and 2p learners to crawl. You could ask them to jump together when they have reached the target. Vary the game by asking them to group silently, by introducing 5p denominations or more complex totals.

Session duration
10-20 mins

Coin hopscotch

Using chalk or tape, mark squares along the floor in a linear hopscotch pattern. Label each square with a 1p or 2p. Ask learners to hop from square to square to make totals. Make sure there is an available 1p route, and encourage the class to help them count along. More confident learners can use the 2p squares. Increase in complexity as appropriate with the use of 5p squares.

Variations/expanding on the activity

The games can be adapted to increase in complexity, for older age groups.

Brought to you by: