

# Money Matters

## Introduction

Learning about currency has never been so much fun! In the **Money Matters** suite of four programs, the *Triple R Education* clowns take children right through from recognising individual coins to working out how much change they should receive when they go shopping.

All four programs must be used with the **Money Matters** keyboard overlay. This replaces the letters with pictures of coins so that the child can learn to recognise the coins quickly. Details of how to fit the overlay are on a separate sheet and it should be fitted so that the 0 on the overlay is over the 1 on the keyboard. This means that 1 is above 2 and so on.

The package has been designed with both children's needs to know how to handle money and the requirements of the National Curriculum in mind. If children give a wrong answer to a question, help is given to point them in the right direction.

*In ascending order of difficulty, the four programs that make up the Money Matters suite are:*

## Cozmo's coins

Cozmo knows the names of all the coins and he wants to make sure that children do too. This program is for youngsters who are just starting to recognise coins and know their values.

There are three levels and you choose which you want from a menu as the game starts:

- **Level 1:** Children can press any coin on the Money Matters overlay and Cozmo tells them what it is.
- **Level 2:** Now it's Cozmo's turn to think of a coin. He tells the children it's value and asks them to press it on the overlay. A second chance is given if the wrong coin is pressed and if they still don't get it Cozmo helps by showing them the coin and giving another chance.

After ten coins Cozmo gives a comment on how well the player has done. If a lot of help has been given ten more coins are given. Children who scored well are automatically given the chance to go on to Level 3.

- **Level 3:** This is similar to *Level 2* but this time Cozmo has a timer running. Fast and accurate answers are needed – and no help is given. Cozmo gives the time and score after ten goes.



## Boingy

Boingy is an expert at adding coins together and his task is to make sure that everyone can do as well as him. He chooses a few coins which add up to exactly 5p, 10p, 20p, 50p, £1 or £2. When he shows them, children must work out which single coin is equal in value to the ones that Boingy has displayed.

The difficulty of the game is determined by two choices that you are given when you run it:

- You can choose the highest valued coin you want Boingy to display. Press the one you want on the overlay: 5p, 10p, 20p, 50p or £1.
- You can select the largest number of coins you want to be shown for you to add and press the single equivalent. Press a number from 2 to 6

When Boingy makes coins appear at the bottom of the screen children have to add them up and press the single coin of the correct value on the Money Matters keyboard overlay.

If they get it wrong Boingy lets them have another go. If they still can't work it out – and three or more coins are displayed – Boingy will help them do it step-by-step. The number keys and *delete* are used to reply to Boingy's simple instructions.

## Fizzy pop

In this game children have to earn as much money as they can. Fizzy sells chews, drinks and ice cream, but he's no good at maths. He's always changing the price of things and he often gives the wrong change to his customers.

He wants children to help him and to add to the fun he will pay when they press the right coins on the Money Matters overlay for the change. But money is taken away from their total earnings if the wrong change is given.

When the game is run Fizzy gives two choices which determine how difficult it will be to work out the change:

- You can select the highest valued coin you want the customer to give. Choose from 10p, 20p or 50p by pressing the appropriate key on the overlay.
- The change can consist of one or two coins. Press a number key to make your selection.

If the wrong change is given, Fizzy gives children a second chance. If they still gets it wrong he gives them help.



## Piggy bank

Toothy wants to play a game. He thinks of a number of pence and knows exactly which coins to add together to make that number. He will reveal how many coins are needed and children have to find them.

Like in *Fizzy Pop* the idea is to make as much money as possible and if no mistakes are made Toothy will pay out. However, if a wrong answer is given he has to be paid!

When the game starts you're given a choice of the highest valued coin you want to use when you're adding up. This can be 10p, 20p or 50p.

Then Toothy will show the number of pence he has thought of. Some small coins will appear on his pet pig: this is the number of coins that have to be used to make up the sum he's thinking of.

When one is pressed on the Money Matters overlay a small coin appearing on the display will let children know they pressed the right one. If they press the wrong one, a small cross over the coin on the display lets them know that one isn't needed.

Note that some coins may have to be used twice to get the correct answer. After each go Toothy will tell you your earnings.



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# Welcome to Money Matters

*I'm Cozmo and I know the names of all the coins.*



*My name's Fizzy and I sell sweets.*



*Hi! I'm Toothy. Can you work out what I'm thinking?*

*I wonder why they called me Boingy. I add coins up.*



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