



Close the Bank

Stage	Strand	Strand Unit
1	Measures	Money

Learning Outcomes	Maths Concepts
Through appropriate playful and engaging learning experiences learners should be able to develop an awareness of money and its uses.	- Money comes in many forms. - The units of money used in Ireland are euro (€) and cent (c).

Learning Maths

In this playful learning experience, learners develop an understanding of exchange (two 1c coins make 2c and five 1c coins make 5c). They collect the appropriate coins to fill their Piggy Banks and 'Close the Bank' when it is full. To play the game you will need a collection of 1c coins, a dice and a baseboard per learner. Five of the faces of the dice have the number 1 displayed on them and the remaining face is left blank and means 'miss a turn'. Provide lids to close the piggy bank when it is full. Each lid either denotes 2c or 5c depending on the objective of the game. Learners take turns to roll the dice and collect the coins to fill their piggy bank. When their bank is full, they place the lid on top. The first learner to fill all of their piggy banks wins the game.

Understanding and Connecting	Communicating	Reasoning	Applying and Problem Solving
<i>The learner</i>			
Recognises and demonstrates that lower value coins can be combined to equal the value of a higher value coin.	Uses comparative language to discuss the value of coins.	Engages in transactional activities exchanging coins.	Actively engages with 'The Classroom Shop' during Aistear time to transfer and apply learning about money.



Teaching Maths		
Fostering Productive Disposition		Encouraging Playfulness with Mathematics
Provide a meaningful context by linking the experience to learners' prior experience of shopping.		Allow for safe, creative and imaginative play with money.
	Emphasising Mathematical Modeling	
	Provide opportunities for sense-making by asking learners to explain the reasoning for their exchanges.	
Using Cognitively Challenging Tasks		Promoting Maths Talk
Vary the amount on the Piggy Banks and repeat the game using coins of greater value.		Re-cast everyday experiences using the mathematical words and phrases of money and exchange, when it arises during playful learning experiences in other curricular areas.
Assessing Maths		
• Can learners identify the coins needed to 'Close the Bank?' • Does the learner identify the numbers 1 - 5 as shown on a dice? • Ask learners to represent their experience on a mini whiteboard.		
Source		
PDST Measures Manual page 280		



Close the Bank!

