

GRADE 5 LEARNING PACK

Money: Budget, Unit Price & Value

Compare simple budgets, unit prices and recurring costs while recognising persuasive sales language.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Compare simple budgets, unit prices and recurring costs while recognising persuasive sales language.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 Unit price can support fair comparison between different package sizes.

2 Recurring costs should be considered over time, not only at sign-up.

3 Value includes need, quality and use - not price alone.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Build a clear model or organiser that shows: Unit price can support fair comparison between different package sizes.

Use supplied evidence to test this idea: Recurring costs should be considered over time, not only at sign-up.

Compare two cases and explain where this principle matters: Value includes need, quality and use - not price alone.

Find one weak claim or assumption and revise it so it matches the evidence.

Write a short conclusion that states evidence, limitation and next question.

Try it beyond the page

Real-world / hands-on connection

With an adult, compare two ordinary grocery sizes using displayed unit information.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a fictional weekly budget challenge with fixed needs, choices and savings goal.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Is the largest package always best value?

2. Why calculate recurring cost over several months?

3. Who approves digital purchases for a child?

Quick review

1. In one sentence, explain the big idea of “Money: Budget, Unit Price & Value”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

No.

2. Suggested response

To understand the full cost.

3. Suggested response

A parent or caregiver through the protected adult flow.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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