

GRADE 1 LEARNING PACK

Money & Everyday Decisions

Recognise that money is exchanged for goods/services and practise simple value decisions.

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

Recognise that money is exchanged for goods/services and practise simple value decisions.

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 Coins and notes represent value.

2 Prices tell how much something costs.

3 Needs and wants can be discussed without judging families.

Talk about it

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

Choose coins to make simple amounts using sample euro values.

Compare two prices and identify the cheaper item.

Sort fictional purchases into “need now”, “want” or “depends”, explaining that context matters.

Work out simple change from a small whole-euro amount.

Explain why checking a price before paying is useful.

Try it beyond the page

Real-world / hands-on connection

With an adult, look at prices in a shop or receipt and identify the euro symbol and decimal separator.

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

Create a pretend shop with five items, sensible prices and a budget challenge.

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

CHALLENGE

Think deeper

1. Which costs more: EUR2 or EUR5?

2. If you have EUR5 and spend EUR3, how much remains?

3. Why can the same item be a need for one person and not another?

Quick review

1. In one sentence, explain the big idea of “Money & Everyday Decisions”.

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

EUR5.

2. Suggested response

EUR2.

3. Suggested response

Needs depend on circumstances.

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:

Print. Learn. Grow.