

GRADE 1 LEARNING PACK

The Five-Euro Challenge

Use story details to solve a simple money problem.

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

Use story details to solve a simple money problem.

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 Stories have characters, events and a sequence.

2 Good readers use details as evidence.

3 Talking and drawing after reading can deepen understanding.

Talk about it

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

Read story scene 1: Nora had five pretend euros to plan a snack for a classroom role-play shop.

Read story scene 2: An apple cost one euro, a roll cost two euros and a yoghurt cost two euros.

Read story scene 3: She first chose two rolls and a yoghurt, then noticed the total was six euros.

Read story scene 4: Nora changed one roll to an apple, making the total exactly five euros.

Read story scene 5: She checked the prices again before taking her pretend basket to the counter.

Try it beyond the page

Real-world / hands-on connection

Retell the story using first, next, then and finally. Keep the important details.

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

Draw a six-box comic or scene map showing the most important change in the story.

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

CHALLENGE

Think deeper

1. Why did Nora change her first choice?

2. What combination cost exactly five euros?

3. What habit helped her avoid another mistake?

Quick review

1. In one sentence, explain the big idea of “The Five-Euro Challenge”.

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

Answers should use details stated or clearly supported by the story.

2. Suggested response

Accept equivalent wording when evidence is accurate.

3. Suggested response

Open responses should be plausible and connected to the text.

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.