

# MoneySense KS1 curriculum topic map



## MoneySense Making sense of money

This topic map illustrates how the range of MoneySense resources links to the DfE national curriculum. MoneySense is a free and impartial financial education programme from NatWest that has helped millions of young people learn about money. The programme has received the Financial Education Quality Mark from Young Money and it's easy to use, interactive and fun. MoneySense provides everything you need to teach pupils how to manage money.

### NUMERACY AND MATHEMATICS

#### Measurement

**Y1M** Recognise and know the value of different denominations of coins and notes.

**Y2M** Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value; find different combinations of coins that equal the same amounts of money.

#### Number

**Y1N** Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

**Y2N** Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

### CITIZENSHIP

**2i** Realise that money comes from different sources and can be used for different purposes and saving.

**5d** Make real choices (for example, between healthy options in school meals, what to watch on television, what games to play, how to spend and save money sensibly).

**5g** Consider social and moral dilemmas that they come across in everyday life (for example, aggressive behaviour, questions of fairness, right and wrong, simple political issues, use of money, simple environmental issues).

### ENGLISH

**SL** Listen and respond appropriately to adults and their peers; articulate and justify answers, arguments and opinions; give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings.

**Y1L** Listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently.

### SCIENCE

**Y1S** Describe weather associated with the seasons.

### GEOGRAPHY

**G1** Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

**G2** Use basic geographical vocabulary to refer to key physical features including season and weather.

### COMPUTING

**Co1** Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

**Co2** Recognise common uses of information technology beyond school.

**Co3** Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online.

### DESIGN AND TECHNOLOGY

**DT1** Design purposeful, functional, appealing products for themselves and other users based on design criteria.

### PSHE

**L6** Learn that money comes from different sources and can be used for different purposes, including the concepts of spending and saving.

**L7** Learn about the role money plays in young people's lives including how to keep it safe, choices about spending or saving money and what influences those choices.

**H2** Recognise that choices can have good and not so good consequences.

**H5** Learn about change and loss and the associated feelings.

**L3** Learn about things they can do to help look after their environment.

**L10** Learn what money is; forms that money comes in; that money comes from different sources.

**L11** Understand that people make different choices about how to save and spend money.

**L12** Learn about the difference between needs and wants; that sometimes people may not always be able to have the things they want.

**H20** Learn about change and loss; to identify feelings associated with this; to recognise what helps people to feel better.

### MoneySense topics

#### What coins and notes do we use?

Pupils explore what coins and notes there are, and how they are used.

**Curriculum links:** **Y1M** **Y2M** **Y2N** **SL**

**Resources:**

- Interactive activity
- Lesson plan
- Quiz (PowerPoint)
- Activity sheet
- Infographics



#### What are needs and wants?

Pupils explore the difference between 'needs' and 'wants', considering how we prioritise the things we buy in terms of importance.

**Curriculum links:** **L6** **L7** **L10** **L11** **H2** **SL**

**Resources:**

- Lesson plan
- Activity sheet
- Video
- Presentation (PowerPoint)

#### How can I keep track of my money?

Pupils explore ways of knowing how much money they receive and spend by making simple records.

**Curriculum links:** **L6** **L7** **L10** **L11** **H2** **H5** **H20** **SL** **Y1M** **Y2N**

**Resources:**

- Interactive activity (e-storybook)
- Lesson plan
- Activity sheet
- Presentation (PowerPoint)

#### Augmented reality games:

##### What do I know about selling, spending and saving?

This interactive lesson uses augmented reality to introduce pupils to the financial concepts of selling, spending and saving.

**Curriculum links:** **L10** **Y1M** **Y1N** **Y2M** **Y2N** **Co1** **Co2** **Co3** **DT1**

**Resources:**

- Lesson plan
- AR technical guide with printable QR codes



#### Where can I keep my money safe?

Pupils explore how to keep money safe – identifying safe places to keep money, the different choices involved in keeping money safe, and the consequences of losing money.

**Curriculum links:** **L6** **L7** **L10** **L11** **H2** **H5** **H20** **SL**

**Resources:**

- Interactive activity
- Quiz (PowerPoint)
- Infographics
- Lesson plan
- Activity sheet

#### Why is it important to save money?

Pupils learn about saving money for later, reasons for saving and how it might make them feel, and why saving can be important.

**Curriculum links:** **L6** **L7** **L10** **L11** **H2** **H5** **H20** **2i** **SL**

**Resources:**

- Interactive activity
- Quiz (PowerPoint)
- Infographic
- Lesson plan
- Activity sheets

### MoneySense workshops

#### Super smoothie shop

This workshop introduces pupils to the concepts of enterprise, buying, selling and budgeting in a series of group activities based on setting up a smoothie shop.

**Curriculum links:** **L10** **L11** **L12** **Y2M** **Y2N** **SL** **2i**

**Resources:**

- Delivery notes
- Presentation
- Activity sheet (1A, 2B, 2A, 3A, 3B)
- Activity sheet (pricing)
- Certificate

#### How we use money

Pupils explore the difference between 'needs' and 'wants', ways in which families spend money, and our choices around how to use money (e.g. spend, save, or donate).

**Curriculum links:** **L11** **L12** **Y1M** **SL** **Y1L** **5d**

**Resources:**

- Video
- Delivery notes
- Presentation
- Activity sheets
- Certificate

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