# MoneySense KS1 curriculum topic map

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



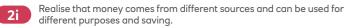
Recognise and know the value of different denominations of coins and notes.

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

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

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

## CITIZENSHIP



Make real choices (for example, between healthy options in school 5d meals, what to watch on television, what games to play, how to spend



## ENGLISH

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

## SCIENCE

**G1** 

**G**2

Describe weather associated with the seasons. Y1S

## GEOGRAPHY

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.

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

An education programme brought to you by



## **COMPUTING**

Use technology purposefully to create, organise, store, manipulate Co1 and retrieve diaital content

Recognise common uses of information technology Co2 beyond school.



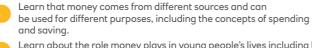
Use technology safely and respectfully, keeping personal information Co<sub>3</sub> private; identify where to go for help and support when they have concerns about content or contact on the internet or other online.

## DESIGN AND TECHNOLOGY

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

## PSHE





- Learn about the role money plays in young people's lives including how L7 to keep it safe, choices about spending or saving money and what influences those choices.
- Recognise that choices can have good and not so good consequences. H2
- Learn about change and loss and the associated feelings.
- Learn about things they can do to help look after their environment.
- Learn what money is; forms that money comes in; that money comes L10 from different sources.
- Understand that people make different choices about how to save and spend money.
- Learn about the difference between needs and wants; that sometimes people may not always be able to have the things they want.
- Learn about change and loss; to identify feelings associated with this; H2( to recognise what helps people to feel better.

## 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 Ouiz (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: L11 H2 H5 H20 SL Y1M Y2N

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

## 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 21 SL

**Resources:** 

 Interactive activity • Quiz (PowerPoint) Infoaraphic

## MoneySense workshops

How we use money

#### 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: 10 L11 L12 Y2M Y2N SL 21

#### Resources: Delivery notes Presentation

Activity sheet

 Activity sheet (pricing) Certificate (1A, 2B, 2A, 3A, 3B)

#### Resources: Video Delivery notes Presentation

**Curriculum links:** 

Certificate

L11 L12 Y1M SL Y1L 5d

# mymoneysense.com







Co1 Co2 Co3 DT1 Resources: Lesson plan

Y1M Y1N Y2M Y2N

spending and saving?

selling, spending and saving.

**Curriculum links:** 

 AR technical auide 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 Lesson plan • Quiz (PowerPoint) Infographics



# MoneySense Making sense of money

# **MoneySense topics**

Augmented reality games: What do I know about selling,

This interactive lesson uses augmented reality to introduce pupils to the financial concepts of



Activity sheet



 Lesson plan Activity sheets

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).

Activity sheets

#### Where does money come from?

Pupils explore where people get money from, including working to earn money. Also helps pupils understand earning and saving for the future.

#### Curriculum links: L6 L7 L10 L11 21 SL

#### **Resources:**

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

#### **Climate Savers virtual assembly**

Climate Savers virtual assembly engages pupils with the topic of climate change and discusses actions that can be taken to save money in an environmentally sustainable way.

#### **Curriculum links:**



Resources: Delivery guide • Video