

Summer Fair 1

A Numicon activity for pairs: problem-solving with money

What you will need

- A copy of this sheet (**Please note:** this is an A3 document and needs to be printed at 100%)
- Numicon 1-, 2-, 5- and 10-shapes
- 1p, 2p, 5p and 10p coins, **or** coin pictures cut from the Coins sheet
- Numicon 10s Number Line
- Whiteboards and pens **or** paper and pencils, for recording

What to do

- Stick the 1p, 2p, 5p and 10p coins to the appropriate Numicon Shapes, as shown below.
- Children can use as many of each coin as they want.
- Challenge children to find different ways to pay for each game, using the price list below or the 10s Number Line.
- Children place Numicon Shapes on the number line, then record the coins they have used to make the total amount.
- How many different ways can they find?
- Ask children: How could you pay for Hook a Duck? What about the Raffle? How many ways could you pay for Beat the Goalie?

Extensions and questions

- You can add restrictions to the activity, such as ‘a maximum of two of each type of coin can be used’, or each coin must be used at least once.
- When children have found all the ways to make each amount, ask them to invent another activity suitable for the fair and a price. Can they challenge another pair to find all the ways to pay? For example, Beanbag Throw, 12p.

Game Prices

Hook a Duck 6p



Raffle 10p



Beat the Goalie 20p



Summer Fair 1: Coins

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