

8-12

## Money activities

# On a long journey

Help time pass more quickly on a long car, train or plane journey – while your children pick up important money skills.



### The alphabet game

Starting at 'A', go through the alphabet taking it in turns to think of something you can buy beginning with each letter. For example, player 1 might say 'almonds', player 2 might say 'a bed', and so on. For more of a challenge, specify things you can buy only in a certain type of shop, e.g. a toy shop, a supermarket, a hardware shop etc.



### Fortunately/ unfortunately

Start a story about money by saying "Fortunately – I won £1,000 last week!". The next player has to carry on the story, starting a sentence with "Unfortunately..." Each sentence has to mention an amount of money. Carry on the story for as long as you can.

### Make the amount

One player calls out an amount of money (e.g. 58p) and the other players take it in turns to say what coins you need to make it (e.g. 50p, 5p, 2p, 1p).



### Foreign money

If you're travelling to another country with a different currency, get some banknotes in advance, and let your child handle them. For younger children, get them to put banknotes in order according to their value. Older children can start to explore exchange rates – tell them the rate, and ask them questions such as "Which note is worth about £8?".



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 **Ulster Bank**

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### Holiday costs

If you're going on holiday, or coming back, you could ask children to think of all the things that make up the cost of the trip, such as accommodation, transport, spending money, etc. Older children can try to guess how much each of those things costs, and think of ways to spend less.

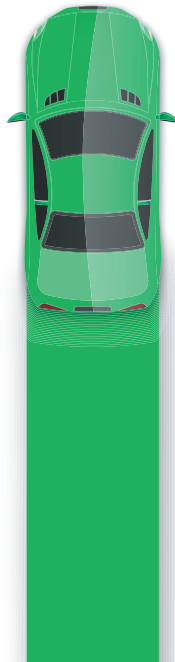
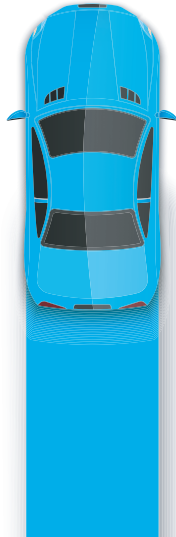
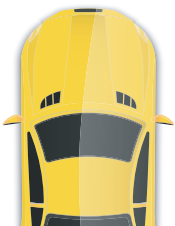


### Fantasy Dragon's Den

Ask children to think of an idea for a business, including the product or service it provides, and what it's called. Ask them to think about all the things they would need to spend money on, such as staff and advertising. At the end, all players can vote on the best idea.

### Car spotting

On a car journey, each player picks a colour, and adds to their total when they see a car in their colour. You get 1p for black or white cars, 2p for grey or silver, 5p for blue or red, and 10p for any other colour. The player with the most at the end of the game wins.



### Kerching!



On a plane or train, put a £5 note where all players can see it, and take it in turns to say the numbers 1 to 21 in order – but replace 5 with the word 'kerching!' Next, add a £1 coin to the note – and say 'kerching!' in place of all the numbers you can make with the coin and the note (so 1, 5 and 6). Every time you make it to 21, add another £1, £2 or banknote to the game – but if someone makes a mistake, start again! Older children could count up to higher numbers.



## Tell a teacher!

Why not get your child's school to sign up to the MoneySense programme online? There is a wealth of resources for teachers to use in the classroom, including workshops, activity sheets, quizzes and videos. All resources are linked to the National Curriculum and accredited by Young Money.

[mymoneysense.com](http://mymoneysense.com)