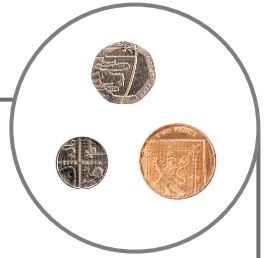


# Supporting Activities

## Count Money (Pence)



**Mystery Money:** An activity for pairs to be used in class or intervention to practise counting money in pence only.

**Resources:** You will need a feely bag with a variety of coins (1p, 2p, 5p, 10p, 20p and one 50p).

**Activity:** Children play in pairs. They each take four coins from the feely bag, without looking at the coins first. Each child places their coins in front of them in value order, starting with the coin with the largest value. They each count how many pence they have in total. The children compare how many pence they each have and the child with the most wins a point. The children put their coins back in the bag and take four new coins each to repeat the activity. If appropriate, children could take five or six coins out of the bag, but the total must not exceed 99p.

### Example:

**Player 1:** Takes a 20p, 2p, 10p and 10p coin out of the bag.

**Player 2:** Takes a 5p, 1p, 1p and 50p coin out of the bag.

**Player 1:** Places their coins in front of them in value order: 20p, 10p, 10p, 2p.

**Player 2:** Places their coins in front of them in value order: 50p, 5p, 1p, 1p.





**Player 1:** Counts how many pence they have:  $20p + 10p + 10p + 2p = 42p$ .

**Player 2:** Counts how many pence they have:  $50p + 5p + 1p + 1p = 57p$ .

**Players 1 & 2:** Compare how many pence they each have. Player 2 wins a point as 57p is more than 42p.



**Player 1:**     = 42p

**Player 2:**     = 57p