How We Organise Ourselves

AT HOME YOU CAN HELP BY:

• Discussing the inquiry with your child, especially the teacher questions and provocations.
• Discussing the value of money and how it must be earned.
• When shopping, taking time to allow your child to 'count out' small amounts and hand to shopkeeper.
• Giving your child opportunities to calculate change before a transaction and then let them see if they were correct.
• Collecting piles of 5, 10, 20, 50, $1 and $2 coins and have your child practice counting by each of these.
• Setting some 'jobs' at home through which small amounts of money may be earned.
• When shopping discuss 'true prices' after rounding amounts up or down.

Show Me The Money!

An inquiry into the interconnectedness of human-made systems and communities, societal decision-making and economic activities.

Year One – Term 4
2014
**CENTRAL IDEA:**
Money is a human made system that helps us value goods and services.

**LINES OF INQUIRY**
- Money is a human made system
- Goods and services have value
- Consumers make choices about how they spend their money

**PYP CONCEPTS**

**Function:**
The examination of systems, relationships, mechanics, components and patterns.

**Connection:**
The examination of systems and strategies to identify different kinds and levels of relationships, within and between different strands of mathematics and beyond to other subject areas.

**RELATED CONCEPTS**
- Economics
- Budgeting
- Trade
- Consumption

**TEACHER QUESTIONS and PROVOCATIONS**
- Why do we use money?
- Have people always used money?
- What is a Consumer?
- How do we value goods and services?
- What would happen if there was no money?
- How would you prioritise the use of money?
- Why is money different in other countries?
- Why do we make different choices with our money?
- How is money made?
- Why don’t we just print more money?

**TRANSDISCIPLINARY SKILLS TO BE DEVELOPED:**
Research skills-
- Collecting data, recording data, organising data

Self Management skills-
- Informed choices, organisation

**EARN AND LEARN**
We will be creating ‘A Classroom Economy’ in order to create many Earn and Learn situations. Students will be earning (play) money for doing jobs and paying money for ‘classroom services’. Wages may be spent on a range of shopping opportunities. Bonuses may be earned and some service fees may be charged. Students will be researching the history of currencies and making comparisons globally. Many students will have the opportunity to become a classroom Banker.