

SECTION 4

INTRODUCING £1

This activity could be introduced after section 1. Include sorting £1 and 1p coins at the end of these activities if this is the case.

If the child you are working with is struggling to master all of the coins 1p to 50p you may decide to introduce £1 sooner than later as it is important to be able to use larger amounts of money. If the young person can count to 5 they can be introduced to £1. Otherwise this stage is best introduced once the child can count to 100 in 10s. Counting in 10s up to 100 can be introduced once they can count from 1 to 10 with confidence. Counting in 10s to 100 is easier and more useful than being able to count every digit up to 100. Many children with Down syndrome find the number names beyond 10 difficult to say which impacts on ability to rote count quickly beyond ten. Counting in 10s uses words very similar to the number names with a "ty" on the end, which is much easier than the teen numbers.

ACTIVITIES

1. Using R4.1 make five large one pound coins. Use R4.2 to match like to like using laminated coins or real. Use R4.3 to R4.6 to practise counting out up to five £1 coins.
2. Using a square of card attach "lift the flaps" to cover the written amounts R4.2 to R4.6 so child has to point to count £2 etc, using the lift the flap to peep if needed and check counting is correct.
3. This time cover up the coins on R4.2 to R4.6 and practise counting out the correct number of coins prompted by the written amounts. Make more interesting by:
 - placing the A4 mats in a circle and playing spin the bottle,
 - place on floor and toss bean bags to land on amounts and then make, etc..
 - Once a "mat" is selected say the amount and show that many fingers then count out the correct number of coins. Lift up the flap to check correct.
4. Using R4.7 continue to practise counting out 5 coins. Using a die numbered 0 to 5, take turns to roll the die and select the correct number of coins by counting them onto R4.7. The first person to get a 5 is the winner.
5. Play shopping games as in section 1 activity 20 with items priced for £1 to £5. Use R4.2 to R4.6 to help with counting out the correct amount. Also ensure the items you price are worth at least £1. Remember to have the coins in a wallet, purse or pocket to start with.
6. Re introduce two other coins, eg £1, 20p and 10p and play shopping games with exact amounts.
7. Use lotto boards R3.2 to R3.5 where R3.5 includes £1 to play games as in section 3.

R4.1



R4.2



£1

1 pound

R4.3



£2

R4.4



£3

R4.5



£4

R4.6



£5

R4.7



£1



£2



£3



£4



£5