Pocket Money ADVENTURES

Helping Children Grow Money-Smart

FREE ADAPTED EDITION

Activity and Mission Book



ANOTHER WAY TO RESPOND EDITION

A choice does not need words.

Ages 4-7. No real money needed.

Inside the pack

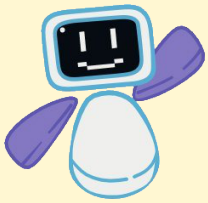
Picture sorting cards.
All eight missions.
Tokens and play pieces.

One page at a time

Choose a task.
Show it or read it.
Keep it light.

Same adventure. Your way.

Choose the way that helps.

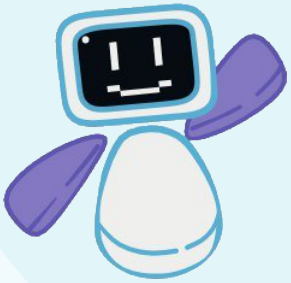


Pocket Money ADVENTURES

Helping Children
Grow Money-Smart

YOUR ADVENTURE MAP

One mission at a time.



1 Tap. Tap. Pause. 5

2 Need, Want or Wait? 16

3 Big Save Goal Tracker 19

4 Silverton Choice Cards 21

5 The Silverton Shop 25

6 Save, Spend and Share 29

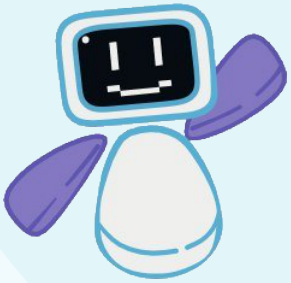
7 The Tap Detective 31

8 Make, borrow or buy? 33

Choose any mission. Print only the pages you need.

FOR GROWN-UPS

Start with one choice.



This edition

Use the child's usual communication method. Point, look, sign, draw, speak or ask an adult to move a chosen piece.

1 Prepare

Print only the pages you need. Cut out the pieces before the activity.

2 Join in

Use pretend choices. Read aloud or show the picture. Give time to respond.

3 Keep it private

Talk about Ava or a made-up character, not a family's money.

YOUR ACCESS TOOLS

Show me your choice.



Show the options

Put the pictures where the child can see them.

Wait

Allow the child's usual time to respond.

Check together

Confirm the choice. Do not guess the answer.

The pause matters, not the movement

No one has to tap, move, speak or make eye contact to take part.

MISSION 1

Tap. Tap. Pause.

Show your choice in the way you usually use.



Tap. Tap.

Use two fingers to tap twice on the back of your own wrist, or choose another cue.

Pause.

Take one calm breath if comfortable, or wait a moment.

Ask.

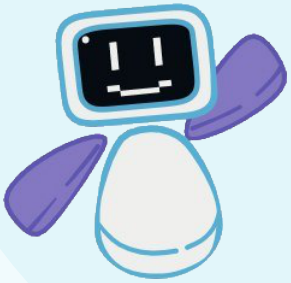
Do I need it or do I want it?

Your mini mission

Try one pretend buying moment. Pause, then show or tell your choice.

SORTING ACTIVITY

Need, Want or It Depends?



Need

It helps a character live, stay safe or well, or take part.

Want

A character would like it. It is not needed in this situation.

It depends

We need to know more about the situation.

Talk about the story, not a family

Use the cards and the three large mats. Ask why, or ask what else we need to know.

CUT OUT AND TALK

Picture choice cards



Cards 1 to 4. Mix the cards before choosing.



Food



Water



Somewhere safe to sleep



A warm coat in cold weather

Use one card at a time. Show, say or place your choice.

CUT OUT AND TALK

Picture choice cards



Cards 5 to 8. Mix the cards before choosing.



Shoes that fit



Medicine when ill



What you need for schoolwork

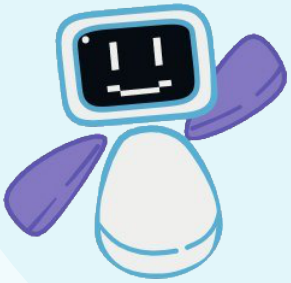


Soap and toothpaste

Use one card at a time. Show, say or place your choice.

CUT OUT AND TALK

Picture choice cards



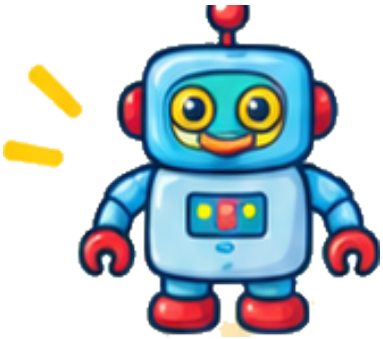
Cards 9 to 12. Mix the cards before choosing.



Chocolate



A video game



A new toy



Sweets

Use one card at a time. Show, say or place your choice.

CUT OUT AND TALK

Picture choice cards

Cards 13 to 16. Mix the cards before choosing.





Sparkly trainers when yours fit



A theme park trip



A Needoh squishy



Another art kit

Use one card at a time. Show, say or place your choice.

CUT OUT AND TALK

Picture choice cards



Cards 17 to 20. Mix the cards before choosing.



New shoes



An umbrella



A tablet

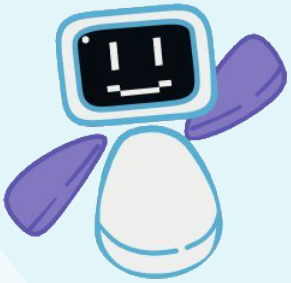


A bike

Use one card at a time. Show, say or place your choice.

CUT OUT AND TALK

Picture choice cards



Cards 21 to 24. Mix the cards before choosing.



A snack after school



A school bag



Football boots

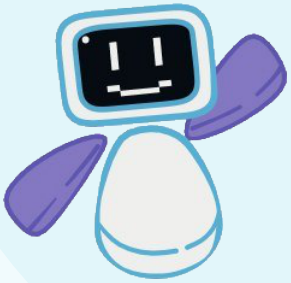


A haircut

Use one card at a time. Show, say or place your choice.

SORTING MAT

NEED



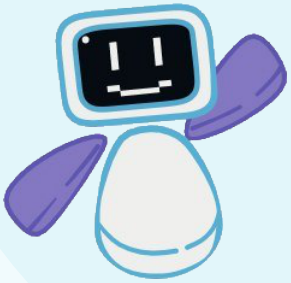
Helps a character live, stay safe or well, or take part.

Put a card here.

You can change your mind.

SORTING MAT

WANT



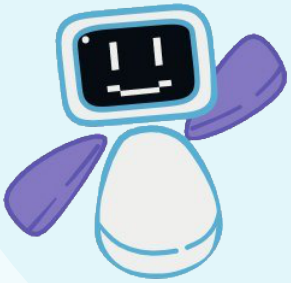
A character would like it, but does not need it now.

Put a card here.

You can change your mind.

SORTING MAT

IT DEPENDS



?

We need more information before choosing.

Put a card here.

You can change your mind.

MISSION 2

Need, Want or Wait?

Show your choice in the way you usually use.

Need

Important for being safe, well or taking part.

Want

Something I would like, but do not need right now.

Wait

Time to think or ask for help before choosing.

Keep these two ideas different

Wait means time to think. It depends means we need more information.

MISSION 2 / CHOICE GAME



Show your choice.

Show your choice in the way you usually use.



School shoes

Need Want Wait



An ice cream

Need Want Wait



Birthday present

Need Want Wait

What changes if the shoes do not fit? What if a pair already fits?

MISSION 2 / CHOICE GAME

Show your choice.

Show your choice in the way you usually use.



Snack before dinner



Need Want Wait

A toy in a shop



Need Want Wait

Bus fare



Need Want Wait

What changes if the shoes do not fit? What if a pair already fits?

MISSION 3

Big Save Goal Tracker



Show your choice in the way you usually use.

My pretend goal

Draw it, show it or ask an adult to help.

One step I could try

Why did I choose it?

Show or tell a reason.

MISSION 3 / MY PROGRESS

Small steps add up.



Show your choice in the way you usually use.

Keep the units the same

Use pretend tokens for both the goal and the amount saved.

Goal: tokens

Saved: tokens

My progress

1 2 3 4 5 6 7 8 9 10

Agree what each step means before you begin. One step can be enough today.

MISSION 4 / STORY CHOICES

Silverton Choice Cards

Show your choice in the way you usually use.





Ava wants sweets at the till.

Need, want or wait?



Ava already has toys at home.

Need, want or wait?

MISSION 4 / STORY CHOICES

Silverton Choice Cards

Show your choice in the way you usually use.





Ava sees something shiny online.

Tap. Tap. Pause.



Ava is saving for something bigger.

Need, want or wait?

MISSION 4 / STORY CHOICES

Silverton Choice Cards

Show your choice in the way you usually use.





A friend has something new.

Need, want or wait?



Ava gets birthday money.

Tap. Tap. Pause.

MISSION 4 / STORY CHOICES

Silverton Choice Cards

Show your choice in the way you usually use.





Ava wants two things but can choose one.

Need, want or wait?



Someone asks if Ava wants to share.

Tap. Tap. Pause.

MISSION 5

The Silverton Shop



Show your choice in the way you usually use.



Ice cream

2 tokens



Football

4 tokens



Teddy

5 tokens



Gift

6 tokens

MISSION 5 / YOUR PLAN

What will you choose?

Show your choice in the way you usually use.



Make a plan

Choose up to two things, once each. Stay within 10 tokens. You may keep all 10.

My item or items

Spent

Left

Spent left 10. Try again with 6 tokens another time. What changes?

CUT OUT AND PLAY

Your Silverton play pieces

One token is a game token, not one pound.

1 GAME TOKEN		1 GAME TOKEN	
1 GAME TOKEN		1 GAME TOKEN	
1 GAME TOKEN		1 GAME TOKEN	

Use 10 tokens for the shop and 12 for Save, Spend and Share. Adult help with cutting.

CUT OUT AND PLAY

Your Silverton play pieces

One token is a game token, not one pound.

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1 GAME TOKEN		1 GAME TOKEN	
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Use 10 tokens for the shop and 12 for Save, Spend and Share. Adult help with cutting.

MISSION 6

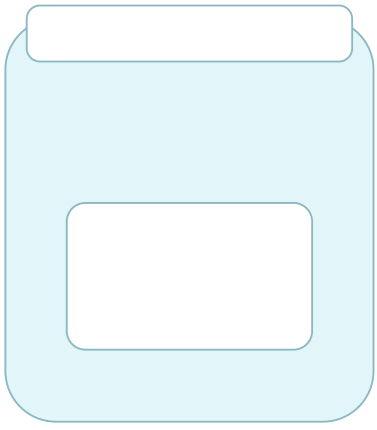
Save, Spend and Share

Show your choice in the way you usually use.

Start with 12 pretend tokens.

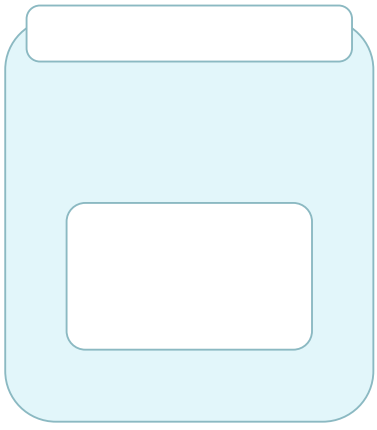
Save

Keep for later.



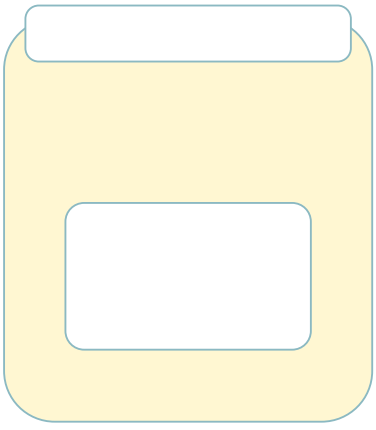
Spend

Use for a choice now.



Share

Only if you can.



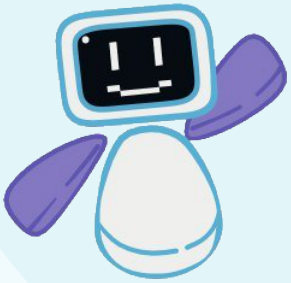
Save Spend Share 12

Sharing can be zero. You can share a kind idea or some time instead.

MISSION 6 / A REASON

Your split. Your choice.

Show your choice in the way you usually use.



Use all 12 game tokens

Place them across the three pots. An adult can move the pieces you choose.

Why did you choose it?

Show, draw or tell a reason.

Important

Nobody has to give real money away to play. Sharing is always optional.

MISSION 7

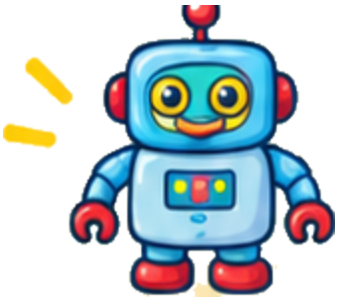
The Tap Detective



Show your choice in the way you usually use.

1 **Start with 10**

Put 10 paper tokens beside you.



The toy costs 4 tokens.

Show pay in your usual way. An adult can move 4 tokens.

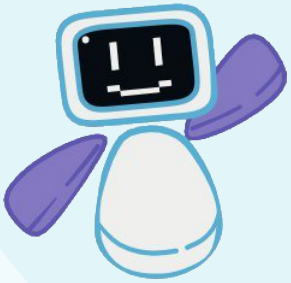
Tokens left:

Pause after this one payment. Count or match the tokens together.

MISSION 7 / TWO ENDINGS

Buy it or wait?

Show your choice in the way you usually use.



The sticker costs 3

You have 6 tokens left after buying the toy.

Buy the sticker

Move 3 more tokens.

Left:

Wait

Keep the 6 tokens.

Left:

A tap does not make a purchase free. The tokens help us see the change.

MISSION 8

Make, borrow or buy?

Show your choice in the way you usually use.



Ava has 6 pretend tokens.

A

Use what is here

There are crayons to use.

0 tokens

B

Ask to borrow

Ask first. Return the pencils.

0 tokens

C

Buy a new set

The set costs 5 game tokens.

5 tokens

MISSION 8 / YOUR PLAN

Which way will Ava try?



Show your choice in the way you usually use.

A: use what is here

B: ask to borrow

C: buy a new set

Ava has this many left:

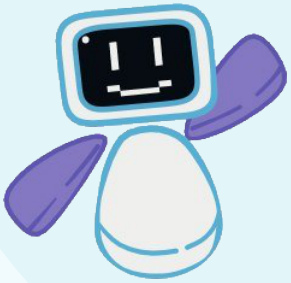
My reason

Show, draw or tell your plan.

CUT OUT AND KEEP

A choice can be shown.

Point, look, sign, speak or ask an adult to help.



Yes

No

Help

Wait

Not sure

Finished

Use the child's usual communication system.

CUT OUT AND KEEP

Two reminders.



Tap. Tap. Pause.

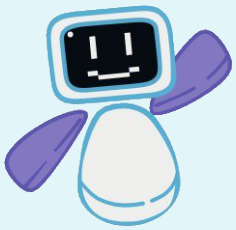
Two taps on the back of your own wrist, or another comfortable cue. Pause. Then choose.

Need, Want or Wait?

Need: safe, well or taking part.
Want: something I would like.
Wait: time to think or get help.

MISSION COMPLETE

You paused. You tried. You chose.



Show your choice in the way you usually use.

Silverton Starter Mission Certificate

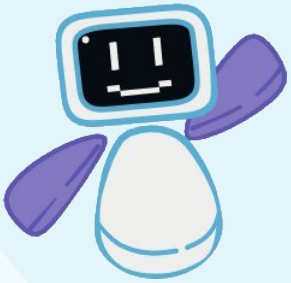
Nickname optional

My favourite choice

Keep it with you. No need to send it to us.

GROWN-UP GUIDE

Listen to the reason.



Needs and wants

Use the situation in the story. A want is not bad. Health or safety needs must not be delayed.

A squishy or tablet

A toy may be a want. A tool used for communication, learning or sensory access may be a need.

When it depends

Ask what information is missing. A new piece of information can change the answer.

GROWN-UP SORTING KEY

What could change the answer?

New shoes

Do the current shoes fit? Are they worn out?

An umbrella

What is the weather? What is the journey?

A tablet

What is it for? What other access is available?

A bike

Is it transport, exercise or a toy in this story?

GROWN-UP SORTING KEY

What could change the answer?

A snack after school

Is the character hungry? What type of snack and when?

A school bag

Is there already a usable bag?

Football boots

Is the kit required, or is it a particular brand that is wanted?

A haircut

Comfort, health, culture and choice can all matter.

GROWN-UP NUMBER CHECKS

Check after the choice.

The Silverton Shop

Start with 10. Spent left 10. With 6 tokens, spent left 6.

Save, Spend and Share

Use all 12 game tokens. Sharing may be zero.

The Tap Detective

10 take away 4 leaves 6. Buy the sticker: 3 left. Wait: 6 left.

Make, borrow or buy?

Start with 6. Use or borrow: 6 left. Buy the 5-token set: 1 left.

GROWN-UP GUIDE

Keep it safe.
Keep it private.

Use pretend choices

No real money is needed. Help with scissors and paper play pieces.

Keep a safe distance

Do not ask what a child's family owns, buys or can afford.

Follow the child

Use their usual supports. Stop when needed. Do not force touch, speech or a response.

Need a different adjustment?

Contact Pocket Money Adventures