Pocket Money ADVENTURES

Helping Children
Grow Money-Smart

**FREE ADAPTED EDITION**

# Activity and Mission Book




**SHORTER ACTIVITIES EDITION**

## One small choice is enough.

## Ages 4-7. No real money needed.

### Inside the pack

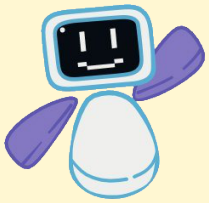
Picture sorting cards.
All eight missions.
Tokens and play pieces.

### 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.

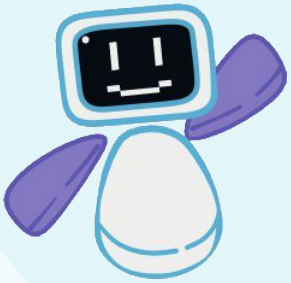


Pocket Money ADVENTURES

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

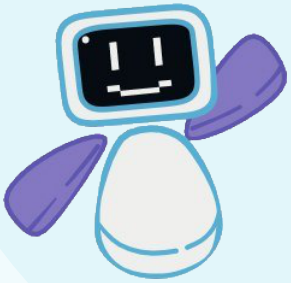
7 The Tap Detective 31

8 Make, borrow or buy? 33


Choose any mission. Print only the pages you need.

FOR GROWN-UPS

# Start with one choice.



## This edition

Try just the short task on a page. Stop at the clear finishing point. Use another page on another day.

### 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

# One small task. Then stop.



## Pick one

One card or one small task is enough.

## Try it

Aim for two to five minutes. Stop sooner if needed.

## Finish

There is no catch-up task. Return another day.

**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.

Try one choice. Stop after that choice.



## 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.

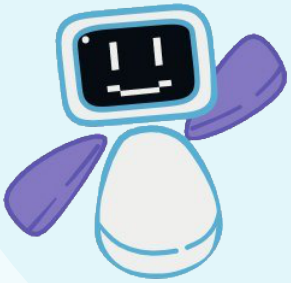
Do I need it or do I want it?

## Your mini mission

One pretend choice. One pause. Stop here and return another day.

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**

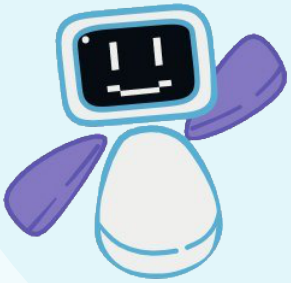


**Soap and toothpaste**

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

CUT OUT AND TALK

# Picture choice cards



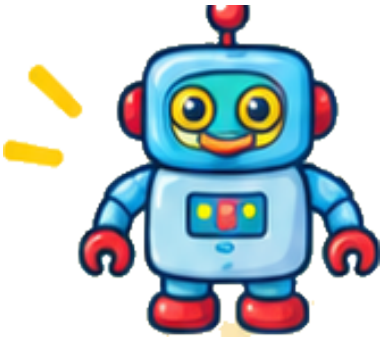
Cards 9 to 12. Mix the cards before choosing.



**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**



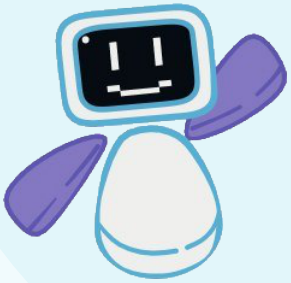
**A bike**

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**

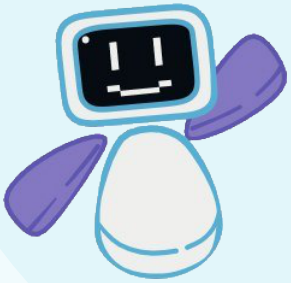


**A haircut**

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

SORTING MAT

# NEED



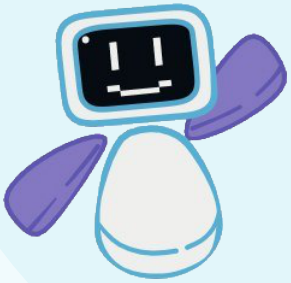
Helps a character live, stay safe or well, or take part.

## Put a card here.

You can change your mind.

**SORTING MAT**

# WANT



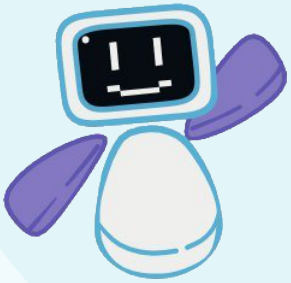
A character would like it, but does not need it now.

## 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?

Try one choice. Stop after that choice.

## 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.

Try one choice. Stop after that choice.



## School shoes



Need Want Wait

## An ice cream



Need Want Wait

## Birthday present



Need Want Wait

Choose one picture only. Show an answer. Stop here.

MISSION 2 / CHOICE GAME

# Show your choice.

Try one choice. Stop after that choice.



## Snack before dinner



Need Want Wait

## A toy in a shop



Need Want Wait

## Bus fare



Need Want Wait

Choose one picture only. Show an answer. Stop here.

MISSION 3

# Big Save Goal Tracker



Try one choice. Stop after that choice.

## 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.

Try one choice. Stop after that choice.



## 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

Try one choice. Stop after that choice.






## 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

Try one choice. Stop after that choice.





## 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

Try one choice. Stop after that choice.





## A friend has something new.

Need, want or wait?




## Ava gets birthday money.

Tap. Tap. Pause.

MISSION 4 / STORY CHOICES

# Silverton Choice Cards

Try one choice. Stop after that choice.






## 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

Try one choice. Stop after that choice.





## Ice cream

**2 tokens**



## Football

**4 tokens**



## Teddy

**5 tokens**



## Gift

**6 tokens**

MISSION 5 / YOUR PLAN

# What will you choose?



Try one choice. Stop after that choice.

## Make a plan

Choose one thing, or keep the tokens. Move the tokens for that choice. Then stop.

## 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.

| | |
|---|---|
| 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.

MISSION 6

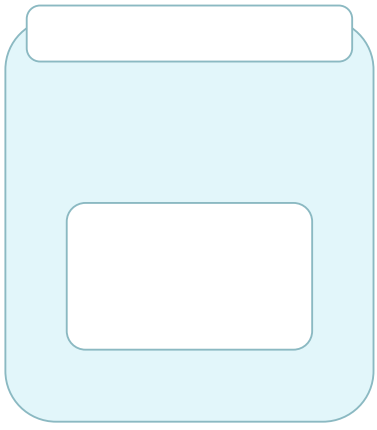
# Save, Spend and Share

Try one choice. Stop after that choice.

## Start with 12 pretend tokens.

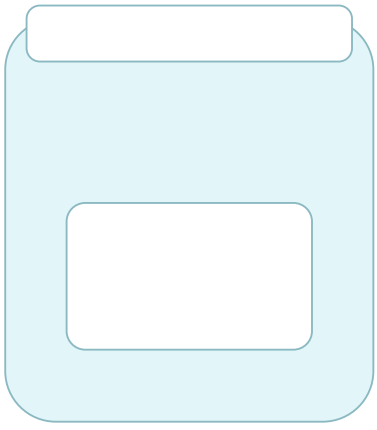
### Save

Keep for later.



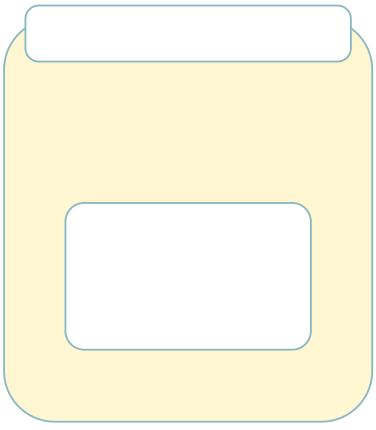
### Spend

Use for a choice now.



### Share

Only if you can.

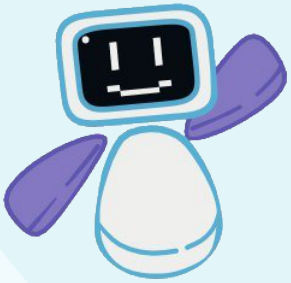


**Save Spend Share 12**

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

MISSION 6 / A REASON

# Your split. Your choice.



Try one choice. Stop after that choice.

## 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

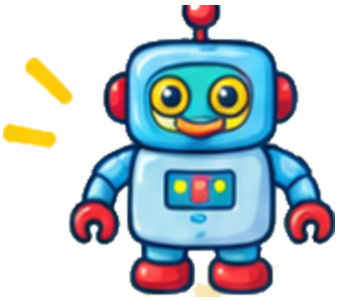
# The Tap Detective



Try one choice. Stop after that choice.

**1** **Start with 10**

Put 10 paper tokens beside you.



## The toy costs 4 tokens.

Pretend to pay. Move 4 tokens to the shop.

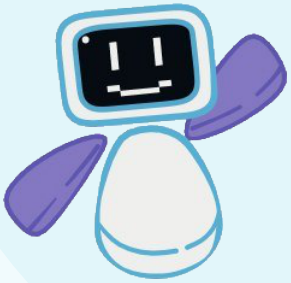
## Tokens left:

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

MISSION 7 / TWO ENDINGS

# Buy it or wait?

Try one choice. Stop after that choice.



**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?

Try one choice. Stop after that choice.



## 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?



Try one choice. Stop after that choice.

**A: use what is here**

**B: ask to borrow**

**C: buy a new set**

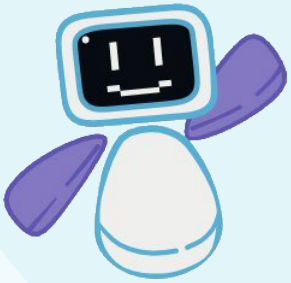
## Ava has this many left:

## My reason

Show, draw or tell your plan.

CUT OUT AND KEEP

# Useful choice cards



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.

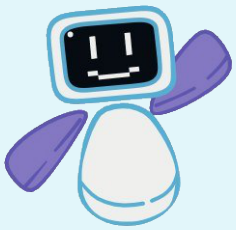
Two taps on the back of your own wrist, or another comfortable cue. Pause. Then choose.

## 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.



Try one choice. Stop after that choice.

## Silverton Starter Mission Certificate

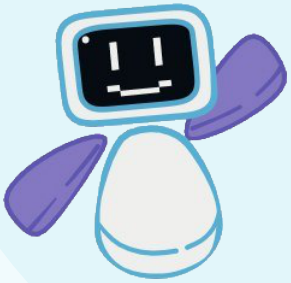
### Nickname optional

### 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**