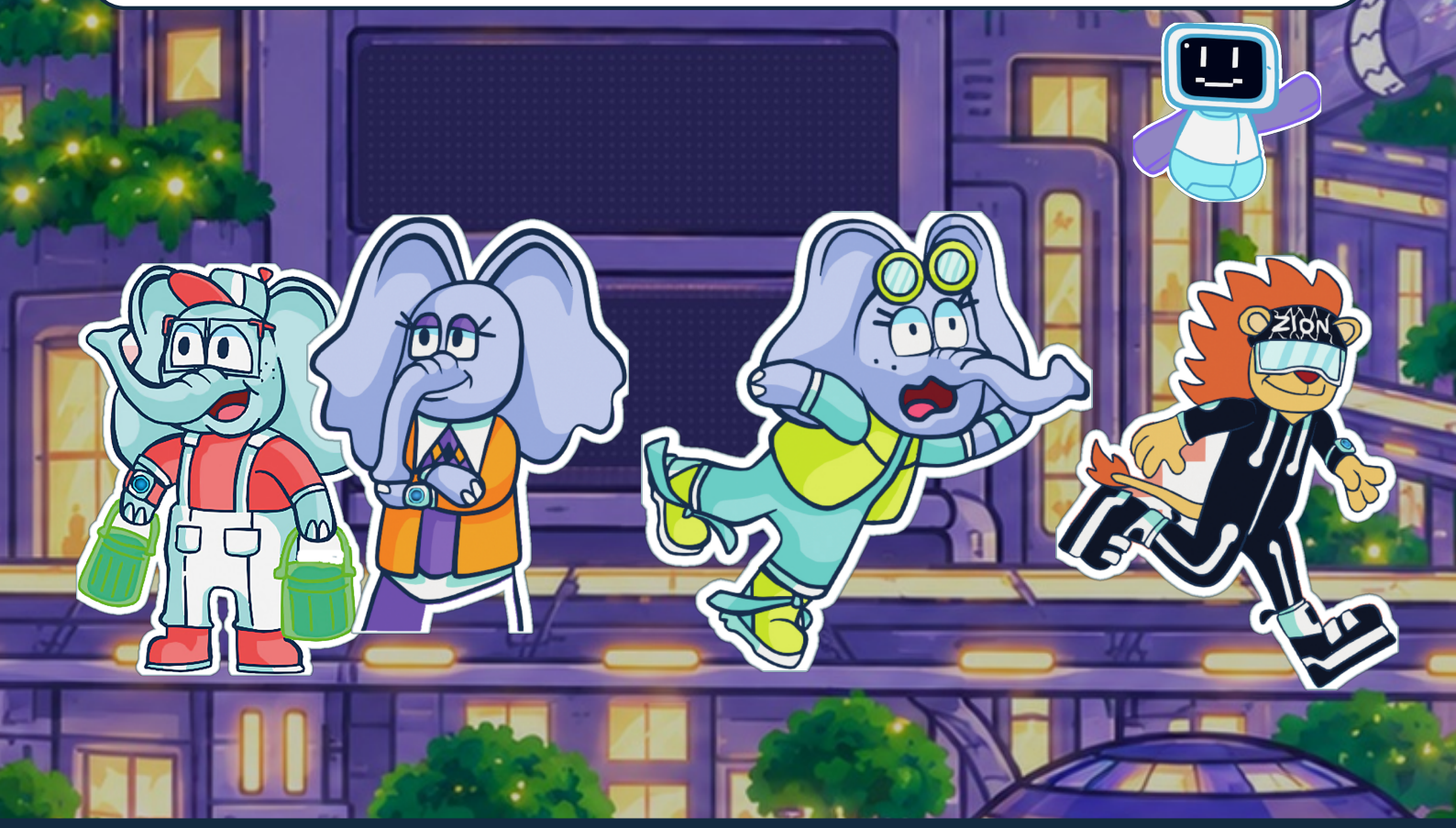
Pocket Money Adventures

FREE ACTIVITIES | AGES 4 TO 7 WITH A GROWN-UP

Silverton Paper Pals

Make paper puppets. Open a play shop.
Bring your own stories to life.

Tap, Tap, Pause.



Print. Make. Play.

16 A4 pages | Free to download. No sign-up.

Pocket Money Adventures

FOR GROWN-UPS

Start with one small adventure

Print only the pages you want. Use A4 at actual size (100%). The 50 mm line on puppet pages helps you check the scale.

You will need

Paper or spare thin card, pencils, child-safe scissors and glue or tape. A grown-up helps with cutting.

Ways to join in

Children can speak, point, draw, use a puppet or watch. Tapping is optional. A quiet pause works too.

Make a paper puppet

1. Cut round the character's white edge. Cut the strip separately.
2. Stick the middle of the strip to the back of the character.
3. Fit the strip loosely. Take it off your finger, tape the ends together and let it dry.

If a strip is too short, add scrap paper. If it is too long, overlap it more. You can hold a character at a table instead. Spare card can make it firmer.

Tap, Tap, Pause.

Take one breath, then ask,
"Do I need it, or do I want it?"
and "If I get it now, what can't I get later?"
Then choose.

Keep the play fictional. Do not ask about family money. Wanting is normal; help with counting without judging the choice. Keep small pieces away from babies and toddlers.

PAPER PUPPETS

Ava, Mum, Louis and Zion

Cut round the white edge of each character. Cut each strip separately.

Ava



Fit loosely. Tape the ends together.	OVERLAP

Mum



Fit loosely. Tape the ends together.	OVERLAP

Louis



Fit loosely. Tape the ends together.	OVERLAP

Zion



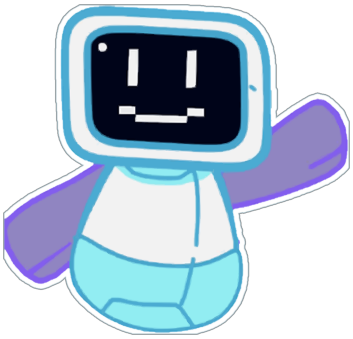
Fit loosely. Tape the ends together.	OVERLAP

This line is 50 mm at 100% print size.

PAPER PUPPETS AND TALK BUBBLES

Walbot, Ollie and your words

Walbot



Fit loosely. Tape the ends together. | OVERLAP

Ollie



Fit loosely. Tape the ends together. | OVERLAP

Cut the bubbles separately. A grown-up can read them, or you can point.

Tap, Tap, Pause.

Take one breath.

"Do I need it, or do I want it?"

"If I get it now, what can't I get later?"

Then choose.

I want it!

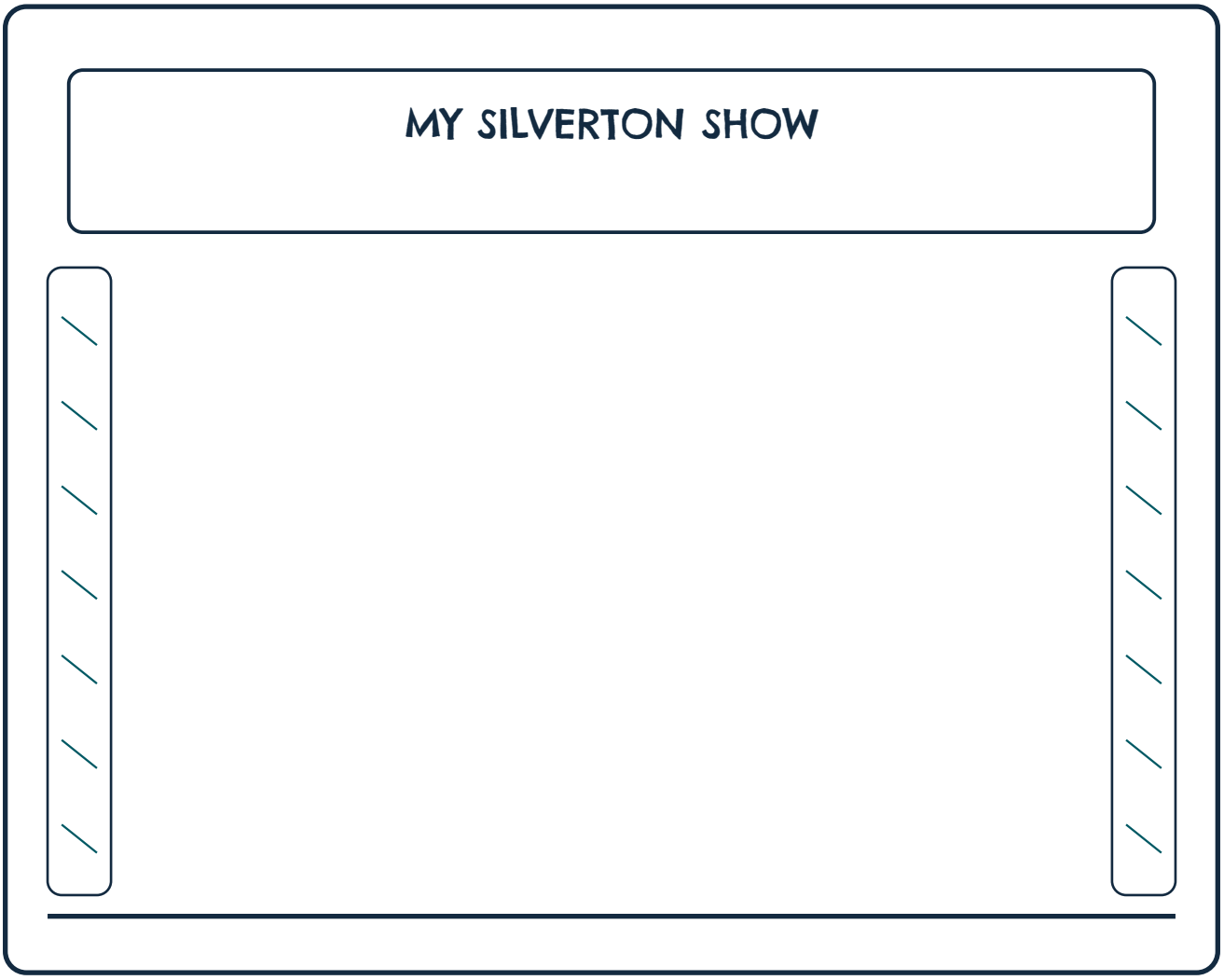
Keep the chant together. Ask both questions before choosing. Tapping is optional.

This line is 50 mm at 100% print size.

COLOUR, DRAW AND IMAGINE

Make a stage for your story

Colour the stage. Draw a shop sign, a window, or a place for your puppets to visit.



You can leave it flat as a backdrop. Or a grown-up can help you place it on a box or spare card. No cutting out the middle is needed.

For colouring Ava and friends on screen, open the free activities page.

FOR GROWN-UPS

Bigger Paper Pals

Longer strips give more room. Adjust the overlap or add scrap paper to fit loosely.

Mum



Fit loosely. Tape the ends together. | OVERLAP

Ollie



Fit loosely. Tape the ends together. | OVERLAP

Ava



Fit loosely. Tape the ends together. | OVERLAP

Zion



Fit loosely. Tape the ends together. | OVERLAP

This line is 50 mm at 100% print size.

Pocket Money ADVENTURES

CUT OUT THE SHOP CARDS

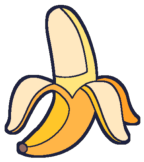
Open a Silverton shop

These are game prices. Lay out a few cards and use the play coins on page 8.



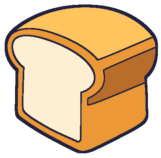
Apple

2p



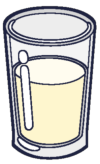
Banana

1p



Bread

3p



Milk

2p



Warm coat

10p



Socks

3p



Toothbrush

2p



Carrots

1p



Speed trainers

10p



Ice cream

4p



Lolly

1p



Teddy

8p



Football

6p



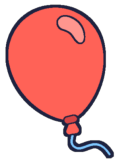
Kite

7p



Dinosaur

9p



Balloon

1p

Try two or three cards first. You can change the story or leave an item in the shop.

CUT OUT

Play coins for your shop

Every play coin is worth 1p. Ten of these play coins make 10p.



One round, one budget

Give the shopper ten 1p play coins. Keep the same coins for this round. Choose something, choose a different item, or keep the coins. Count the cost and what is left together. Then reset and swap roles.

A PUPPET STORY

Ava's big choice

Set the scene

Ava has 10p in play coins. Trainers cost 10p; the kite costs 7p. No extra coins are added in this round.

Ava: I want the Super Speed Trainers!

Mum: Shall we try our routine together?

Together: Tap, Tap, Pause.

Mum: Take one breath.

Ava: "Do I need it, or do I want it?"

Ava: "If I get it now, what can't I get later?"

Together: Then choose.



Ava can choose the trainers, the kite, or neither. Work out what each choice leaves. A grown-up can speak for the puppet.

What fits this story?

Need	Want	It depends
What is it for?	Why would Ava like it?	What else do we need to know?

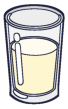
An item may fit more than one box. Talk about the story, not your family's money.

PLAY TOGETHER

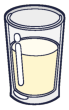
Silverton shop bingo

Turn over one caller card from page 12. Cover a matching picture on your board. Three in a row wins: across, down or diagonally. No answer or explanation is needed to take a turn.

BOARD 1

 Socks	 Toothbrush	 Teddy
 Dinosaur	 Lolly	 Warm coat
 Carrots	 Milk	 Ice cream

BOARD 2

 Socks	 Speed trainers	 Dinosaur
 Milk	 Apple	 Teddy
 Balloon	 Toothbrush	 Banana

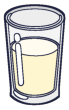
Optional after play: choose a picture and invent a story about it. Could it be a need, a want, both, or something you are unsure about?

PLAY TOGETHER

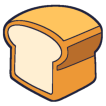
Silverton shop bingo

Two more boards. Play together, or choose a board and match pictures at your own pace.

BOARD 3

 Warm coat	 Football	 Dinosaur
 Milk	 Kite	 Apple
 Toothbrush	 Ice cream	 Carrots

BOARD 4

 Banana	 Socks	 Speed trainers
 Carrots	 Teddy	 Balloon
 Dinosaur	 Apple	 Bread

Optional after play: choose a picture and invent a story about it. Could it be a need, a want, both, or something you are unsure about?

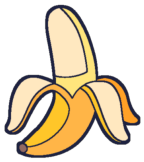
CUT OUT

Bingo caller cards

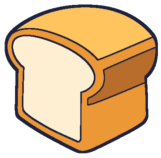
Mix the cards face down. A grown-up can read the labels or describe the pictures.



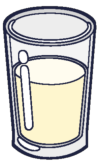
Apple



Banana



Bread



Milk



Warm coat



Socks



Toothbrush



Carrots



Speed trainers



Ice cream



Lolly



Teddy



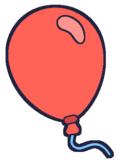
Football



Kite



Dinosaur



Balloon

WORDSEARCH

Find the money words

Look across and down. A grown-up can help you find or trace the words.

B	I	K	W	I	D	M	G	L
S	H	A	R	E	R	A	B	N
C	L	S	A	V	E	M	A	M
N	E	E	D	P	A	U	S	E
S	P	E	N	D	L	M	E	P
W	A	N	T	S	C	C	L	H
R	L	E	K	H	O	O	G	M
W	A	N	B	O	I	R	G	N
N	L	W	D	P	N	R	H	P

SAVE SPEND SHARE COIN
SHOP NEED WANT PAUSE

Pick a word for a Silverton story. You can point, draw or tell it to someone.

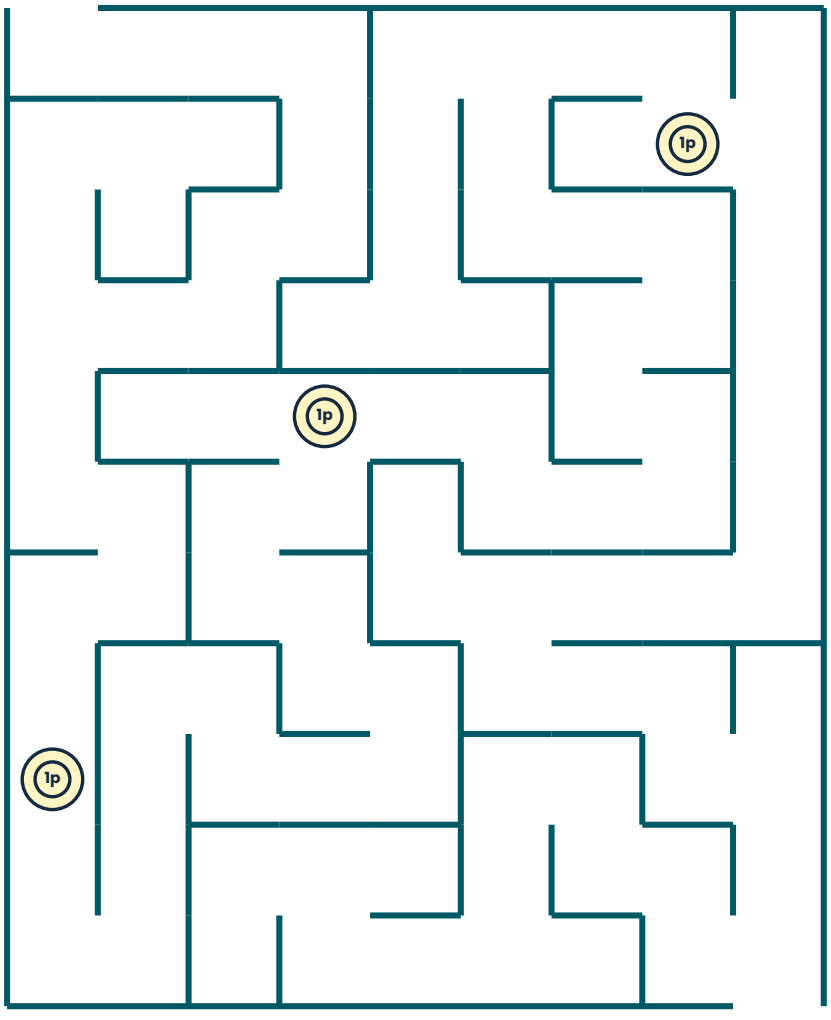
MAZE

Help Ava find the saving box

Start at the top. Follow the paths and pass all three play coins on the way.



START



FINISH

SAVING BOX

You can use a finger, pencil or someone else's help to follow the path.

DRAW, POINT OR TALK

A choice we tried

Choose one moment from your play. Fill any box you like, or tell the story aloud.

What did the character want?

What could they choose?

What did they choose?

What was left afterwards?

Tap, Tap, Pause.

Take one breath, then ask,
"Do I need it, or do I want it?"
and "If I get it now, what can't I get later?"
Then choose.

There is no streak to keep and no special reward for saving. Children can join in, take a break or leave boxes blank.

THANK YOU FOR PLAYING

See you in Silverton.

Stories, play and money choices.

Pocket Money Adventures helps children build the habit of pausing before they spend, through primary school programmes for ages 4 to 7 and family sessions for the whole household in community settings, from its base in Staffordshire.

Choose your next adventure

Try another activity or return to one you enjoyed. Choose a printable, or colour Ava and friends on screen.

Get the free activities and try the online colouring page

ava.pocketmoneyadventures.co.uk/
teach-primary/resources/

Read Ava Saves Up!

Explore the School programme

Ask about a Community session

Save some. Spend some. Share some if you can.

Free to print for home, school, club and library use. Not for resale. A grown-up can find more at pocketmoneyadventures.co.uk.

Characters from Ava Saves Up! Illustrated by Ashley Mountford. Creative production by Carse & Waterman. Original object artwork adapted from Google Noto Emoji, Apache License 2.0. Original typography: Poppins and Chelsea Market, SIL Open Font License.

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