

FREE STARTER KIT

Starter Mission Book

Eight money missions for ages 4-7,
plus cut-out cards, a pretend shop
and a simple grown-up guide.



Meet Ava in the first story.

Ages 4-7

Print at home

No real money needed

Mission highlights

-  **Tap. Tap. Pause.**
-  **Need, Want or Wait?**
-  **Big Save Goal Tracker**
-  **Silverton Choice Cards**

All eight missions are on page 2.

How to use it

-  Pick one mission at a time. Keep it light. Talk more than you teach.

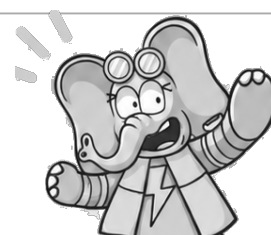
The pause routine

-  Tap. Tap. Pause.
Stop, think, then choose
before the money goes.



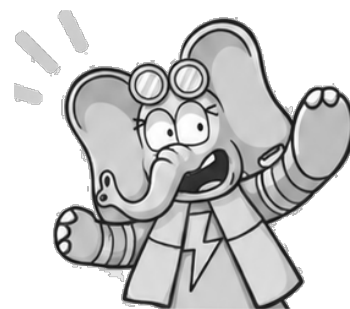
A note for grown-ups

Nothing here needs real pocket money.
Paper tokens and pretend choices all work.



YOUR ADVENTURE MAP

One mission. A little adventure.



Start anywhere. Say it, point to it, draw it or write it.

Choose a mission

01	Tap. Tap. Pause.	Practise the pause	p3
02	Need, Want or Wait?	Talk about a choice	p4
03	Big Save Goal Tracker	Draw a pretend goal	p5
04	Silverton Choice Cards	Pick a story to explore	p6
05	The Silverton Shop	Plan with 10 tokens	p7
06	Save, Spend and Share	Share only if you can	p9
07	The Tap Detective	Find the hidden spend	p10
08	Make, borrow or buy?	Find another way	p11

For grown-ups

Try five minutes. Read aloud. Help with scissors. Use paper tokens, never small coins with younger children.

On a computer

Download the fillable PDF. Open it in a PDF reader, type or tick, then save a copy. Drawing and cutting work best on paper.



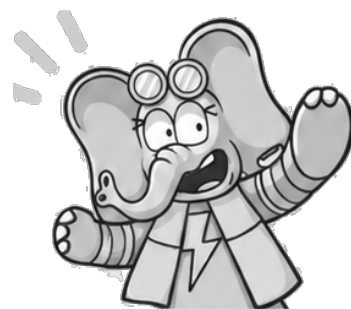
Keep the adventure private

No real money is needed. Use a nickname. Keep completed pages at home; do not email children's personal details.

MISSION 1

Tap. Tap. Pause.

Practise stopping before a money choice.



What it means



Tap. Tap. Pause. means stop, think, then choose before the money goes.

Mini mission



Spot one buying moment this week and practise the pause together.

Try it together

1

Tap your wrist twice, or choose a comfortable action.

2

Take one calm breath.

3

Ask: do I need it or do I want it?



Remember...

A pause gives you time to ask a question before you choose.

CUT OUT AND KEEP



Tap. Tap. Pause.

Stop. Think. Choose. One calm breath. Then choose.

Ask a grown-up to help with cutting.

MISSION 2

Need, Want or Wait?

Not every want needs a yes right now.



Need

Something needed to stay safe, healthy or take part.

Important now.



Want

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

Nice to have.



Wait

Time to think or ask for help before choosing.

Later might be better.

Choice game

Say or write Need, Want or Wait. Change the situation and try again.



School shoes



An ice cream



Birthday present



Snack before dinner



A toy in a shop



Bus fare

Change the story

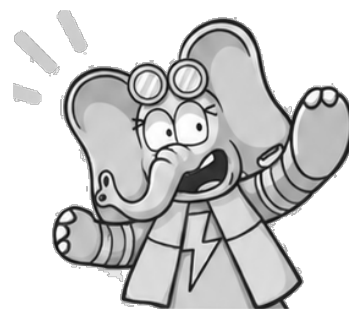
What if the shoes no longer fit?
What if a pair already fits?

My wait choice

A want I can think about later:

MISSION 3

Big Save Goal Tracker



Start small: draw a goal and plan one step. Go further: add amounts.

My goal

A made-up goal is fine.

Why I chose it

Say your reason, or write it.

How much I need

Pounds or pretend tokens.

What I already have

Use the same unit as your goal.

Small steps I can take

Start with one. Add the others when you are ready.

1

2

3

What might Ava choose?

Imagine one step Ava could try.

My idea:

My progress

One coin, one agreed step. Agree what each coin means before you begin.

☐
1

☐
2

☐
3

☐
4

☐
5

☐
6

☐
7

☐
8

☐
9

☐
10

MISSION 4

Silverton Choice Cards

Cut them out. Pick a card. Make a choice.

Grown-ups: let the child pick a card. Read it together, then ask: "Need, want or wait?"
Talk about the reasons. Help with cutting.

**You want sweets
at the till.**



**Need, want
or wait?**

**You already have
toys at home.**



**Need, want
or wait?**

**You see
something shiny
online.**



Tap. Tap. Pause.

**You are saving
for something
bigger.**



**Need, want
or wait?**

**A friend has
something new.**



**Need, want
or wait?**

**You got birthday
money.**



Tap. Tap. Pause.

**You want two
things but can
choose one.**



**Need, want
or wait?**

**Someone asks if
you want to
share.**

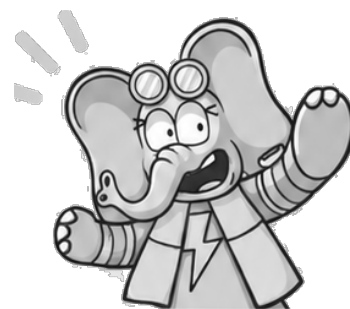


Tap. Tap. Pause.

Grown-ups: help with cutting. Sharing is always optional.

MISSION 5

The Silverton Shop



You have 10 pretend tokens. What will you choose?

Choose up to two items, once each. Stay within 10 tokens. You can also keep them all. Move spent tokens and count what is left.



Ice cream

2 tokens



Football

4 tokens



Teddy

5 tokens



Gift

6 tokens

My shopping plan

My item(s)

Spent

Left

Try it again with only 6 tokens. What changes?



A choice is not a race

Spent + left = 10. Use the play pieces on page 8. Explain your plan, then swap shopper and shopkeeper.

CUT OUT AND PLAY

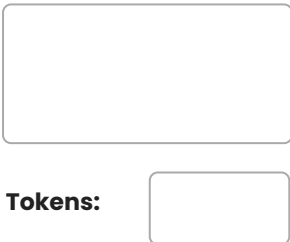
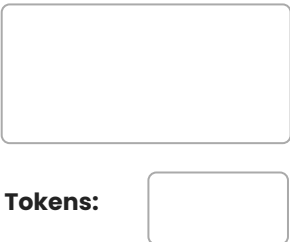
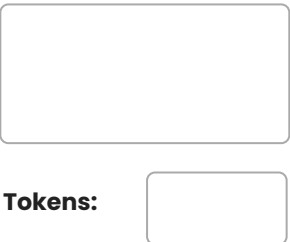
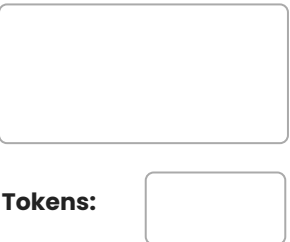
Your Silverton play pieces

Grown-ups: help with cutting. Keep the pieces for another game.

One token = one game token, not £1. Use 10 for the shop
and 12 for the Save, Spend and Share mission.

 GAME TOKEN	 GAME TOKEN	 GAME TOKEN	 GAME TOKEN
 GAME TOKEN	 GAME TOKEN	 GAME TOKEN	 GAME TOKEN
 GAME TOKEN	 GAME TOKEN	 GAME TOKEN	 GAME TOKEN

Make a new shop: write or draw four things to sell.

			
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MISSION 6

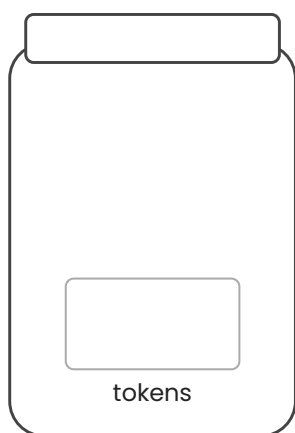
Save, Spend and Share

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

Three pots. Your choice. Start with 12 pretend tokens. Use all 12 across the pots. Sharing can be zero.

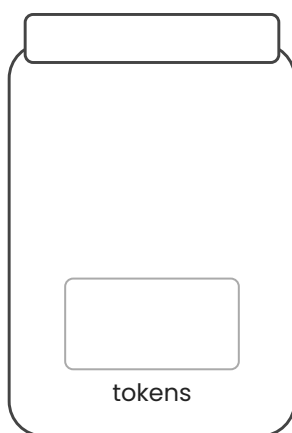
Save

Keep for later.



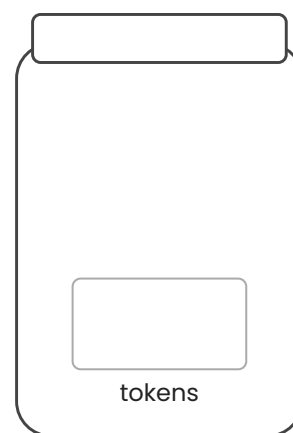
Spend

Use for a choice now.



Share

Only if you can.



Check your total: Save + Spend + Share = 12

Tell or write why you chose your split.

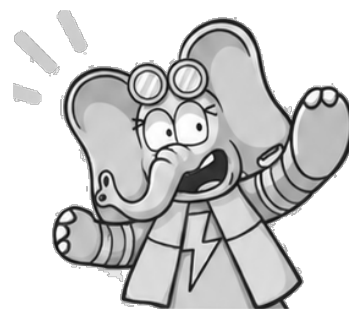


Sharing has more than one shape

You can share a kind idea or some time too. No one needs to give money away to complete this game.

MISSION 7

The Tap Detective



When a payment is invisible, help the tokens tell the story.

01 Start with 10.

Put 10 paper tokens beside you. Pretend your wrist is the money-band.



02 A toy costs 4.

Pretend to tap. Move 4 tokens to the shopkeeper.

The band now shows:

03 A sticker costs 3.

Buy the sticker too, or wait. Talk about both endings.

Buy: left

Wait: left

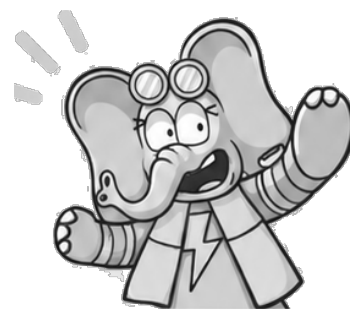
Paying uses money. A tap does not make a purchase free.

What happened after the tap?

Talk first, then check: $10 - 4 = 6$. Buying the sticker leaves 3. Waiting leaves 6.

MISSION 8

Make, borrow or buy?



Ava wants to draw a birthday picture. Can you find another way?

In this pretend game, Ava has 6 tokens. She needs something to draw with. Choose a plan and explain it.

A

Use what is here

0 tokens

There are crayons at home. Use them for the picture.

B

Ask to borrow

0 tokens

Ask a grown-up before borrowing their pencils. Return them.

C

Buy a new set

5 tokens

The shop has a pencil set for this game.

My plan

Tokens left

Because...



One more way?

Draw your own birthday picture on spare paper. Spending is one option, not the only option.

CUT OUT AND KEEP

Two reminders. Ready when you are.

Keep one by the door and one wherever choices happen.

Tap. Tap. Pause.

Tap your wrist twice, or choose another comfortable action.

Pause for one calm breath.

Ask: need or want? What else could I choose?

Need, Want or Wait?

NEED: Something needed to stay safe, healthy or take part.

WANT: Something you would like, but do not need right now.

WAIT: Time to think or ask for help before choosing.



A different answer can be a good conversation

Ask what matters in this situation. Needs should not be delayed when health or safety is at risk.

MISSION COMPLETE

You paused. You tried. You chose.

Celebrate the thinking, not a perfect score.

Silverton Starter Mission Certificate

Nickname

for exploring the Pocket Money Adventures starter missions.

Date**Grown-up initials**

My favourite choice

Draw it here. In the fillable copy, type a short description.

☐ I tried a pause.☐ I talked it through.☐ I made a choice.

The adventure can start again

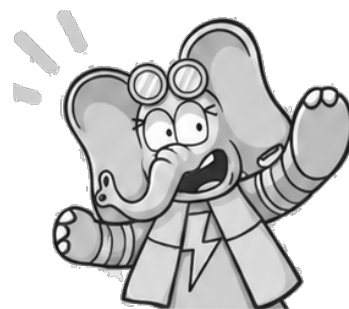
Pick a different shop plan or a new card next time. Keep this certificate at home; no need to send it to us.

A SIMPLE GUIDE FOR GROWN-UPS

Keep it light.

Small conversations count.

You do not need to be a money expert. Ask one calm question. Listen to the child's reasons. Leave room for another conversation later.



Helpful phrases



"Let's pause before we choose."



"Is it a need or a want?"



"What would we give up if we buy this now?"



"Could this be a wait?"

Keep it simple



Talk for a few minutes

Short, relaxed chats are enough.



Use pretend tokens

Paper tokens work for every game.



Notice the thinking

Ask what helped them choose.



Return to the routine

Try another short chat later.

For grown-ups: what next?

Read Ava Saves Up



The free activities work
without buying the book.

[View on Amazon](#)

Tailor this for me

Tell us the age range, interests
or format that would help. No
child's name or private details
needed.

[Tailor this for me](#)

Send feedback

What was fun? What was tricky?
One thing to keep and one to
change. No completed
worksheets.

[Send feedback](#)

hello@pocketmoneyadventures.co.uk

Email buttons open a draft. You choose whether to send. Amazon opens a shop page.