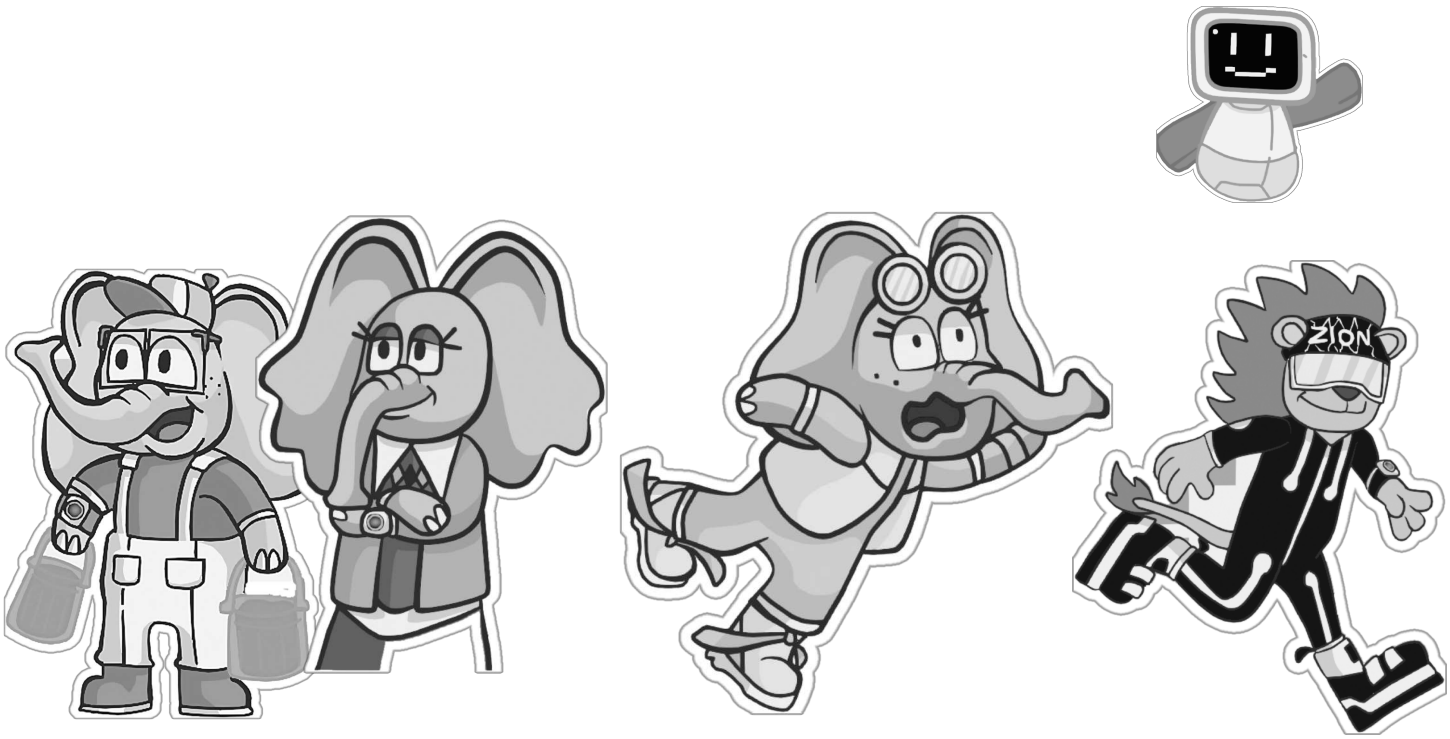
Pocket Money Adventures

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

Stormy Week in Silverton

Five indoor adventures.
Choose one, or try them at your own pace.

Tap, Tap, Pause.



A little play. A choice to explore.

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

Pocket Money ADVENTURES

FOR GROWN-UPS

Choose your own adventure

Pick an activity for today. Try another whenever it suits you. There is no need to finish all five, and no time limit.

1. Open a play shop

2. Make paper puppets

3. Put on a puppet show

4. Make a saving box

5. Explore a story choice

Use what you have

Paper, pencils, scissors and glue or tape. Scrap paper and a small box work well. A grown-up helps with cutting.

Everyone can join in

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

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 stories fictional. Do not ask about family money. Keep small pieces away from babies and toddlers. A den stays on the floor with a clear way out.

Pocket Money ADVENTURES

ADVENTURE 1

Open a storm-den shop

Make a small floor den with cushions, or draw your shop on paper.

1. Choose three to five safe objects, or draw your own shop cards.
2. Give each item a game price from 1p to 10p.
3. Draw and cut out ten paper coins. Write **1p** on every coin.
4. One shopper starts with all ten coins: **10p in total**.

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 same ten coins for this round. Choose an item, choose something else, or keep the coins. Count the cost and what is left. Reset the coins before swapping roles.

Cut out or copy these game price tags

SILVERTON SHOP ____ p	SILVERTON SHOP ____ p	SILVERTON SHOP ____ p	SILVERTON SHOP ____ p
SILVERTON SHOP ____ p	SILVERTON SHOP ____ p	SILVERTON SHOP ____ p	SILVERTON SHOP ____ p

Pocket Money ADVENTURES

ADVENTURE 2

Make Ava and Walbot

Cut round the character's white edge. Cut the strip separately.

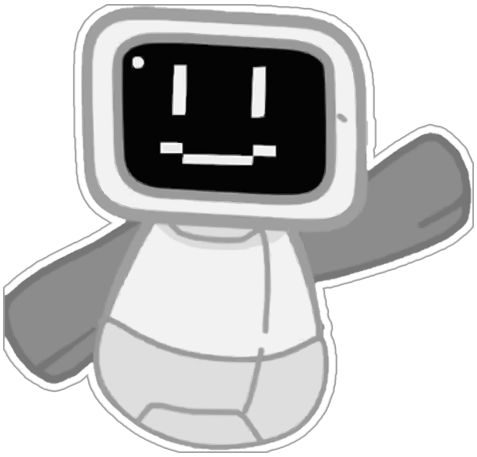
Stick the middle of each strip to the back of its character. Fit loosely, take it off your finger, then tape the ends together. Let it dry. Add scrap paper if you need a longer strip.

Ava



Fit loosely. Tape the ends together.	OVERLAP

Walbot



Fit loosely. Tape the ends together.	OVERLAP

Make up a story about something Ava wants. Use the full routine on page 2. A grown-up can speak for the puppet, or Ava can point to her choice.

Find more characters in the free Silverton Paper Pals pack.

This line is 50 mm at 100% print size.

ADVENTURE 3

Your own puppet show

Draw, write, point or tell someone your plan. You can perform, or simply play.

1. Who is in the story?

Draw your Silverton characters.

2. What does a character want?

Choose an item and a play-coin price.

3. Make room to think

Use the full routine on page 2.

4. What could they choose?

Buy it, choose something else, or keep the coins.

5. What happens next?

What is left after the choice?

ADVENTURE 3 | CUT OUT OR COPY

Tickets and a show poster

Entry is free. Your audience can watch, join in or take a break.

SILVERTON PUPPET SHOW

Show: _____
Seat: ____ Time: ____

FREE ENTRY

SILVERTON PUPPET SHOW

Show: _____
Seat: ____ Time: ____

FREE ENTRY

SILVERTON PUPPET SHOW

Show: _____
Seat: ____ Time: ____

FREE ENTRY

SILVERTON PUPPET SHOW

Show: _____
Seat: ____ Time: ____

FREE ENTRY

Our Silverton puppet show

Show title:

Draw a character or a moment from your story.

A table, a sheet of paper or the stage in Paper Pals can be your theatre. No audience is required.

Pocket Money ADVENTURES

ADVENTURE 4

Make a saving box

Give a story character a goal using play coins. No real money is needed.

Choose an item in your play shop. Draw it on the label. Pick a game price from 1p to 10p, then write it below. Use a small cardboard box or plastic tub.

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.

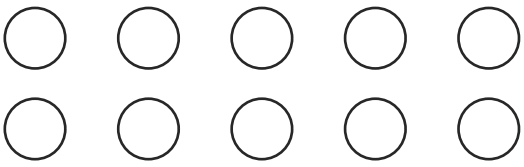
If the character keeps play coins in the box, use a pencil to shade one circle for each 1p coin inside. If a coin comes out, rub out one shaded circle. You can count the coins instead.

My Silverton saving box

A goal for the character:

Game price: ____ p

Each circle = one 1p play coin



Saving is one option. Spending on a chosen item or keeping coins without a goal is fine too. The marks show an amount, not a reward for being good.

ADVENTURE 5

A story-choice hunt

Use these pictures, draw your own, or ask a grown-up to describe them.

Pick a picture. Make up what is happening for Ava. Could the item be a need, a want, both, or something you are unsure about? Could a different story change your answer?



It is cold outside

Warm coat



Time to brush teeth

Toothbrush



A game with friends

Football



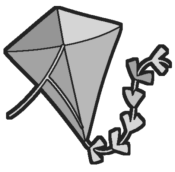
We already have one

Teddy



Something to eat

Apple



A windy day

Kite

Point, talk or watch. There is no need to find or show things from your own home. If your character is buying something, use the full routine on page 2.

Pocket Money Adventures

REMEMBER YOUR ADVENTURE

What would you try again?

Pick any favourite. You can point, circle, draw or skip this page.

1	2	3	4	5
Play shop	Paper puppets	Puppet show	Saving box	Story choices

I joined a Silverton adventure

Draw a favourite character or something you enjoyed.

For grown-ups: tell us your favourite

If you would like to, email hello@pocketmoneyadventures.co.uk with an activity number and a short comment. Please leave out children's names, photos and personal details.

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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