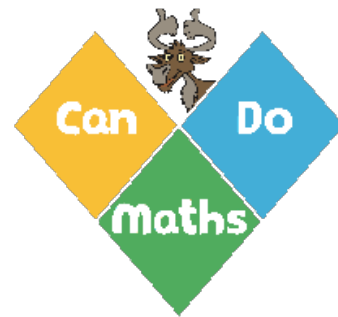




Colin and Coco's Deliberate Practice

Year 3 Unit 10

Measurement: Money





Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

	Do It	Challenge It	Play It
Use combinations of coins to make amounts beyond £1		1	
Add amounts in pence expressing the answer using £ and p (regrouping in the tens)	1		
Add amounts in pounds and pence			1
Subtract pence from £2		2	2
Subtract pence from £5	2		
Subtract pounds and pence from £5		3	
Subtract pounds and pence from £10	3		
Calculate change beyond £1			3



Do It 1

Find the total amount of money (use £ and p)

$$10p + 60p + 50p = \boxed{}$$

$$15p + 62p + 50p = \boxed{}$$

$$30p + 50p + 60p = \boxed{}$$

$$37p + 55p + 75p = \boxed{}$$

$$50p + 20p + 70p = \boxed{}$$

$$59p + 45p + 85p = \boxed{}$$

$$50p + 80p + 80p = \boxed{}$$

$$90p + 95p + 81p = \boxed{}$$

Coco has some 10p, 20p, 50p and £1 coins.

Challenge It 1

Investigate how much money she might have if she chooses:

3 coins

4 coins

5 coins



Money, Money, Money Game

Play It 1

You need:
Money cards

To play:
The cards are placed face down.
Each player picks 4 cards and works out the total of their money.
The player with the largest total wins 1 point.
The cards are put back face down and shuffled.

To win:
The winner is the first player to score 10 points.

£2

20p

15p

7p

£3

30p

25p

13p

£1

40p

55p

28p

£2

10p

65p

32p



Do It 2

Subtract the amounts from £5:

£2 and 40p

£2 and 65p

£3 and 20p

£3 and 43p

£1 and 70p

£1 and 6p

£4 and 30p

£4 and 51p

What's my change?

Challenge It 2

Colin buys some sweets and pays with a £2 coin.
His change is 2 silver coins.
Investigate how much he could have spent.

Colin buys some more sweets and pays with a £2 coin.
His change is 3 silver coins.
Investigate how much he could have spent.

Colin buys some more sweets and pays with a £2 coin.
His change is 2 silver coins and 2 bronze coins.
Investigate how much he could have spent.



All Change Game

Play It 2

You need:

0 - 9 dice

To play:

Players take it in turns to throw the dice twice.

Players create a 2-digit amount of money that they spend.

They calculate the change from £2

The player with the largest amount of change wins 1 point.

To win:

The winner is the first player to score 10 points.



Subtract the amounts from £10:

£3 and 40p

£2 and 65p

£4 and 20p

£5 and 43p

£1 and 70p

£8 and 6p

£6 and 80p

£7 and 31p

Match the amount with the change from £5.
Fill in the missing buddies.

Challenge It 3

£2 and 30p		£3 and 30p
£3 and 20p		£2 and 45p
£1 and 60p		£2 and 35p
£2 and 65p		£2 and 80p
£3 and 30p		£1 and 80p
		£1 and 45p
£3 and 55p		£3 and 40p
£2 and 20p		
£2 and 55p		£1 and 70p



All Change Game

Play It 3

You need:

0 - 9 dice

To play:

Players take it in turns to throw the dice twice.

Players create a 2-digit amount of pence that they spend.

They throw the dice again to get a number of pounds they spend.

For example, if a player rolls 2 and 4, then throws a 3, the player has either spent £3 and 24p or £3 and 42p

Each player calculates the change from £10

The player with the largest amount of change wins 1 point.

To win:

The winner is the first player to score 10 points.