

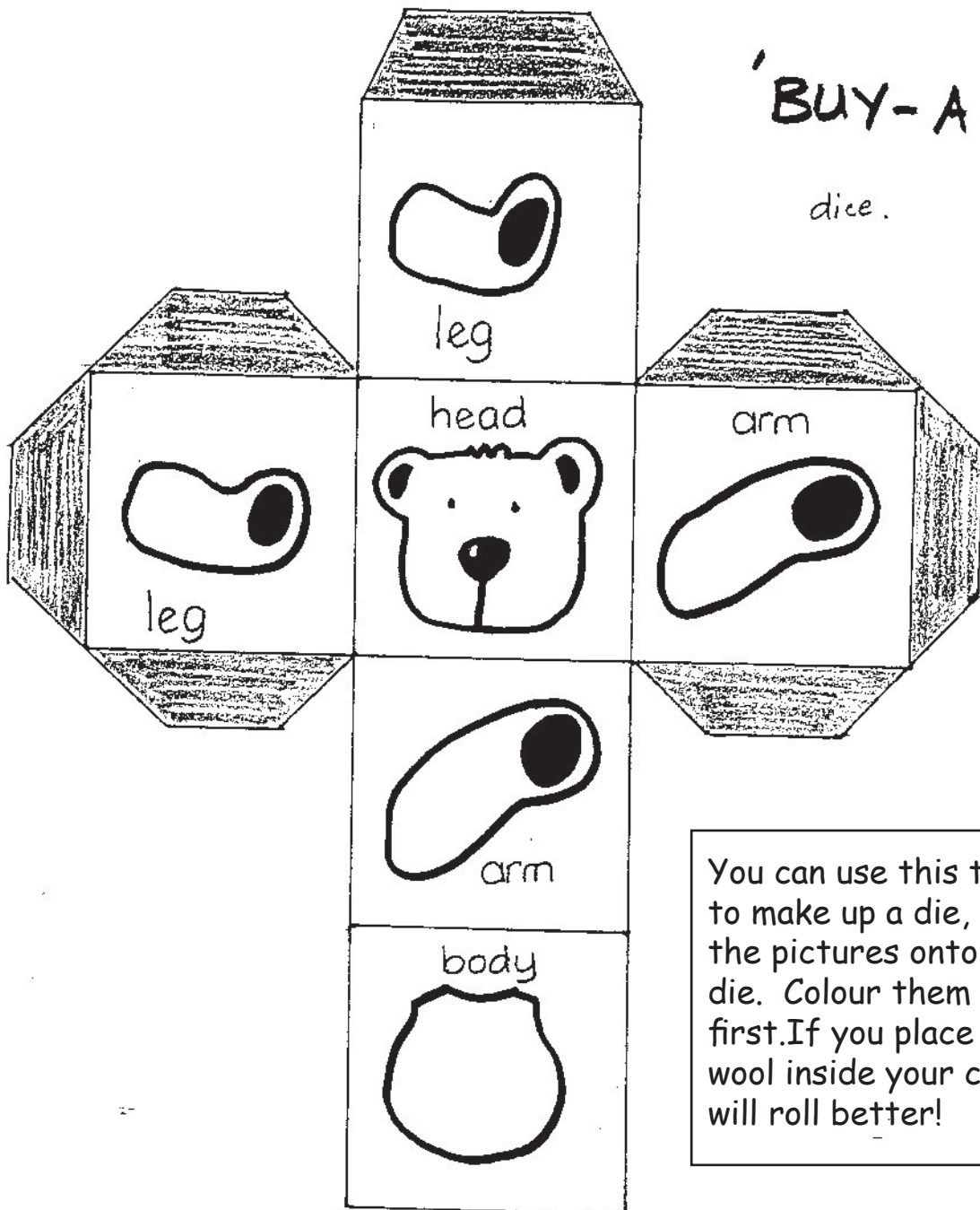
# Buy a Ted

Developed by Joanna Booth and colleagues in Lancashire in the late 1990s when she was coordinating the EMA project in Preston. This collaborative game is designed to introduce young children (KS1) to the concepts of shopping and exchanging money into equivalent amounts and also to introduce the concept of 'exact amount'.

The webaddress for this activity is:

<http://www.collaborativelearning.org/buyated.pdf>

Last updated: 20th July 2007



# Buy a Ted - Instructions

Children work in groups of 2x1 pair (four children sitting together)

Each pair has the following money tokens:

|                |
|----------------|
| 2 x 5p         |
| 3 x 2p         |
| 5 x 1p         |
| 21p altogether |

To buy a Ted costs:

|      |         |
|------|---------|
| head | 5p      |
| body | 4p      |
| legs | 3p each |
| arms | 3p each |

Each pair needs to buy 6 Ted parts.

In the middle of the group is the bank containing a large amount of change - 2p and 1p tokens.

Pairs take turns to throw the dice and they can buy the part that appears uppermost.

If the pair have the correct money they can pay for that part and build their Ted. If they do not have the correct money, they can exchange a token at the bank:

|                                  |
|----------------------------------|
| 2p can be exchanged for 1p 1p    |
| 5p can be exchanged for 2p 2p 1p |
| 2p 1p 1p 1p                      |
| 1p 1p 1p 1p 1p                   |

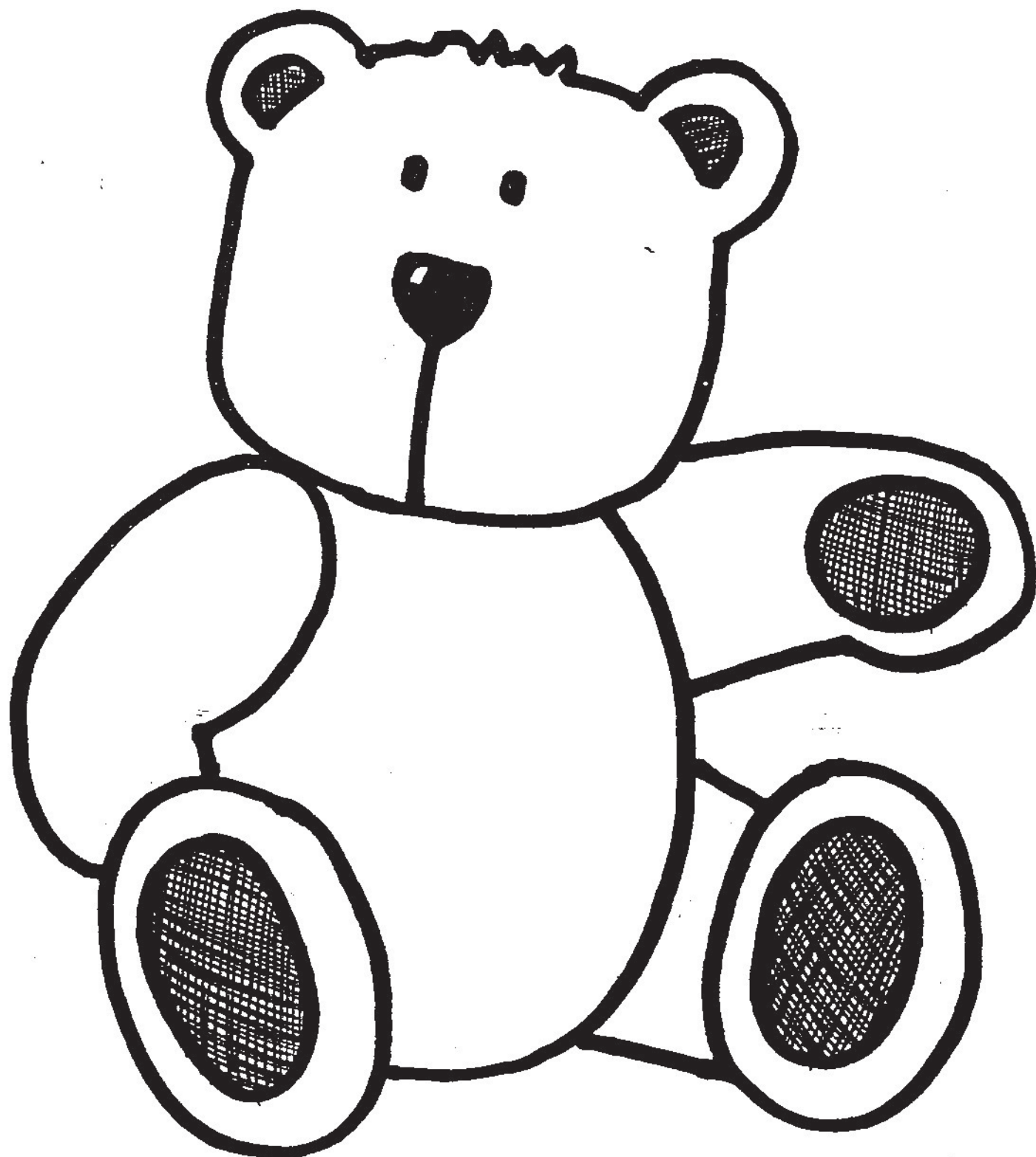
The Ted part can then be bought.

If a body part has been bought already, the pair may throw again. If they are still not successful, then it is the turn of the other pair.

The winners are the first pair to complete their bear

# Buy a Ted

Photocopy onto coloured card - two different colours for the two different pairs to collect and cut into pieces: 2 arms, 2 legs, a body and a head,



# Buy a Ted

## Money Tokens

photocopy onto card and cut along straight lines

