

# 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: 12th January 2011

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

\*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of oracy. They provide teachers opportunities for assessment of talk.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

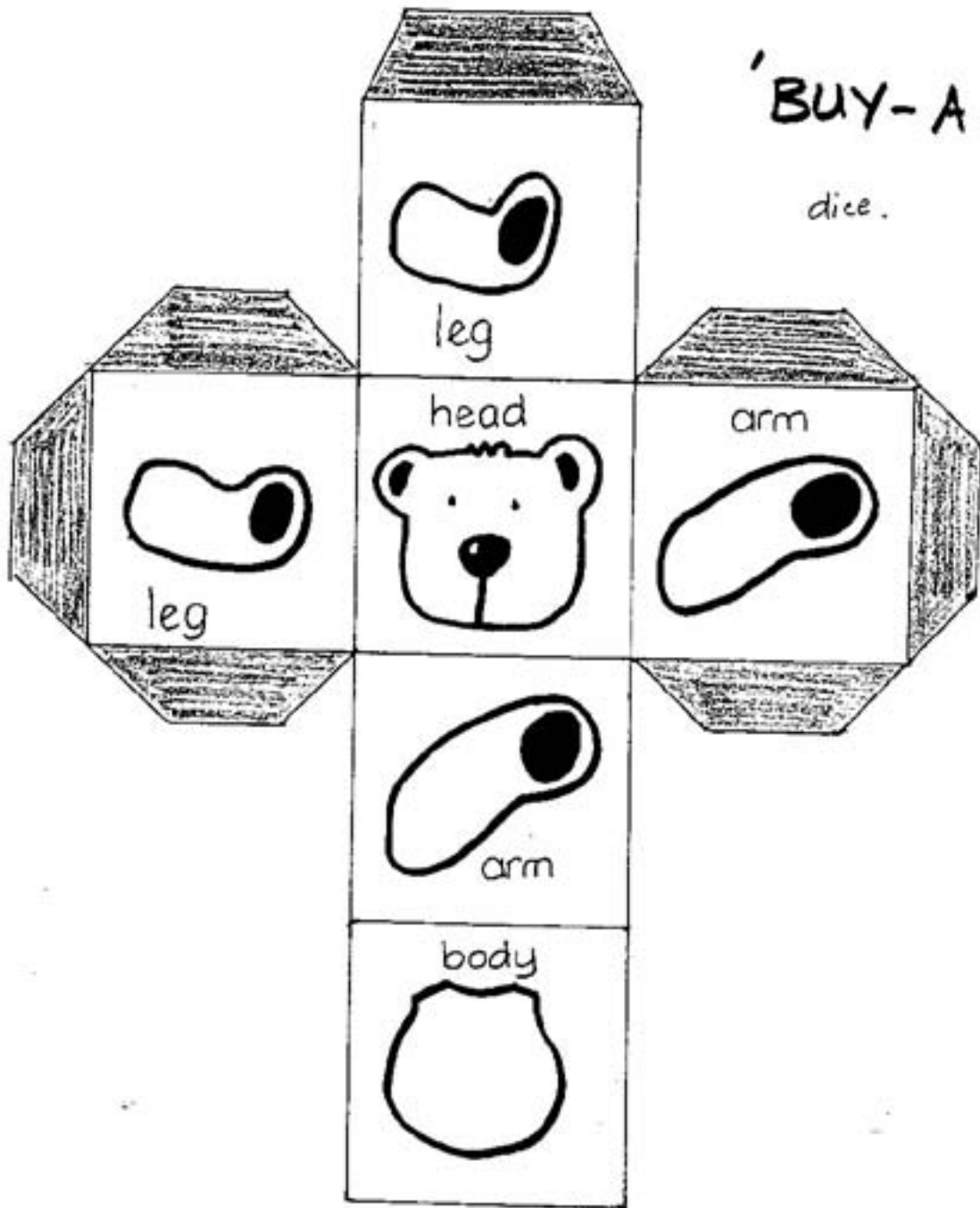
\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

# 'BUY-A-TED'

dice.



You can use this template either to make up a die, or you can stick the pictures onto a large plastic die. Colour them yellow or brown first. If you place a ball of cotton wool inside your cardboard die, it will roll better!

# 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

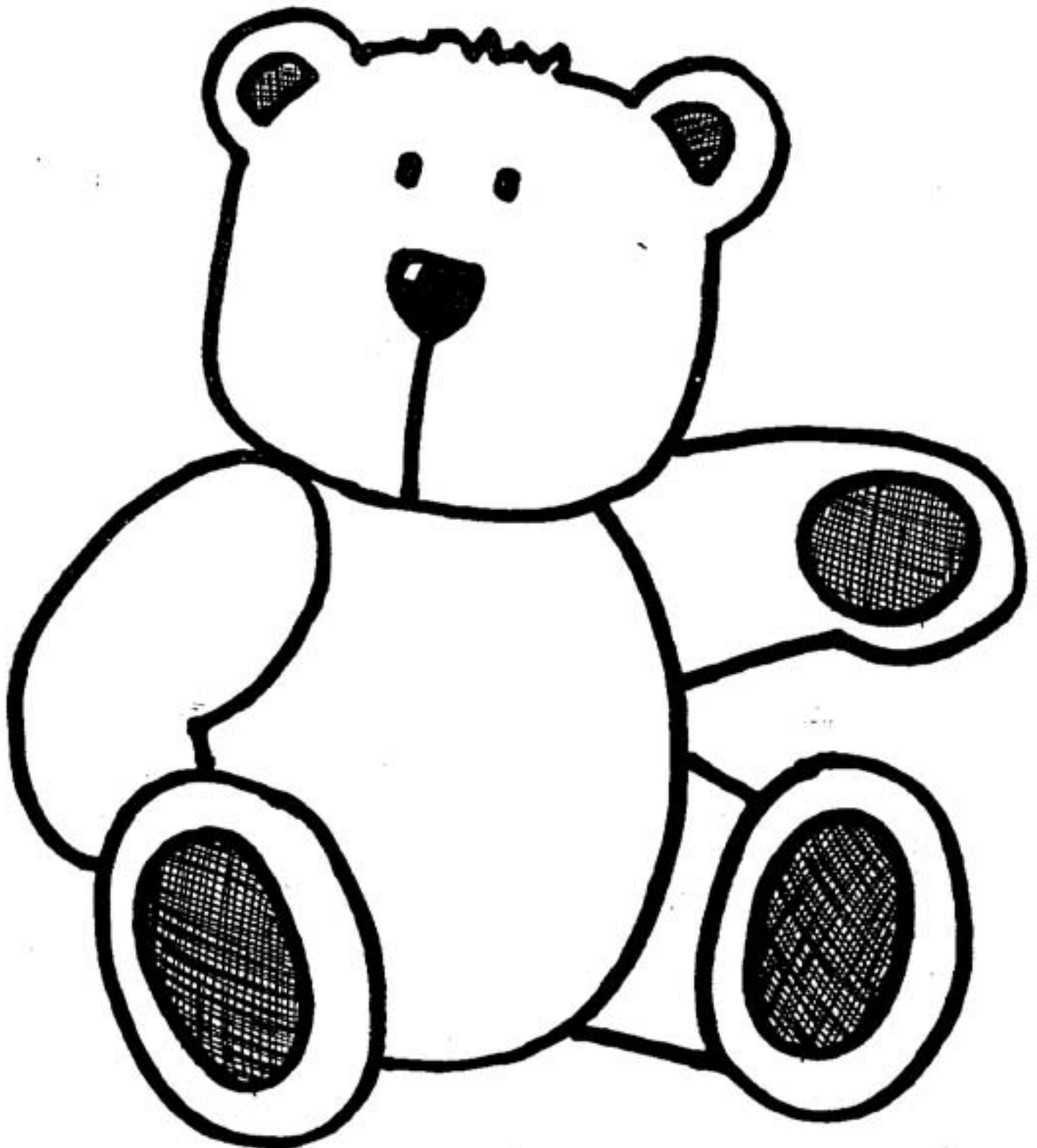
The Ted part can then be bought.

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

