



Primary Mathematics Curriculum

Money

Children should be given opportunities to demonstrate how the knowledge and skills gained in this strand can be used to link, reinforce and progress learning across the other four interconnected strands.

	a The learner	b The learner	c The learner	d The learner	e The learner	f The learner	g The learner	h The learner	i The learner	j The learner	k The learner
Elements	Money										
Understanding and Connecting	Experiences and/or engages in role-play activities involving exchange.	Recognises that money has a purpose. Begins to develop an appreciation and value of money relative to different objects.	Recognises that coins hold different values. Recognises and demonstrates that lower value coins can be combined to equal the value of a higher value coin.	Recognises the relative value of coins, up to the value of at least 50c, using the cent [c] symbol.	Recognises the relative value of coins, up to the value of at least €1. Determines what can be bought for certain sums of money.	Recognises, exchanges and uses coins up to the value of €2.	Represents and describes the relationships between coins and notes. Calculates the difference between amounts of money.	Explores the concept of saving, value for money and better value.	Recognises the basic functions and operations of financial institutions. (For example: loans and savings may be useful to explore the application of interest rates). Calculates simple interest rates.	Explores how the tax system works and impacts society. Explores currencies used in different countries. Performs calculations involving a deficit balance [overdraft/credit].	Explores account identifiers (For example: IBAN and BIC). Explores the differences between simple and compound interest, and how they are calculated.
Communicating	Attends to situations where objects are exchanged for money.	Partakes in scenarios involving exchange of money. Discusses the different goods and services we can pay for with money.	Uses comparative language to discuss coin values. Communicates and records the number symbols on coins. Partakes in situations where items are bought and sold using cash and cashless methods.	Sets relative monetary values to items in role-play scenarios. Uses a range of strategies to mentally calculate sums of money.	Explores a variety of ways to record calculations. Uses the euro [€] and cent [c] symbol to represent money.	Records calculations of money as number sentences. Represents and records amounts of money in decimal form of euro.	Shares ideas on different ways to save and spend money.	Ensures money is recorded correctly (For example: put emphasis on using correct columns) for the purposes of calculating.	Discusses other forms of financial transactions (For example – using credit/debit cards) and explores how the payments are made and received when using them.	Converts other currencies to euro and vice versa.	Develops and makes a financial plan for an entrepreneurial scenario.

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Reasoning	Engages in a range of transactional activities in which objects are exchanged for notional value.	Recognises that some items will cost more than other items; and that some coins are worth more than others. Recognises that money is necessary to pay or exchange for goods and services.	Identifies and justifies which coin or collection of coins has the greatest value. Explains why having the most coins does not necessarily mean having the most money. Recognises, sorts and matches coins.	Judges whether there is enough money to buy an item of a particular value and/or whether change should be expected.	Analyses different ways of combining coins/amounts to make particular sums. Estimates values of undetermined amounts of money.	Makes and justifies conjectures about combinations of coins/amounts. Selects appropriate mental strategies for calculation and estimation depending on context. Renames amounts of euro and cent.	Estimates and investigates simple ways of combining set amounts of money. Uses estimates to assess reasonableness of calculations.	Makes and justifies conjectures about combinations of coins and notes, and calculations. Uses estimation strategies to put the decimal point in the correct place. Compares the value of items using a variety of strategies (For example: compare according to their unit price).	Justifies and argues the prudence of financial decisions. Critically reviews simple statements of transactions.	Plans a basic household budget and/or for a personal or school event.	Compares interest rates offered on savings, suggesting and justifying optimum return for different account types and money amounts.
Applying and Problem-Solving	Participates in activities where money is used functionally.	Explores money transactions in role-play and/or everyday situations.	Exchanges fairly based on relative value in real life or role play contexts.	Selects and uses suitable strategies to tender appropriate coins and calculates change. Investigates different ways to find a given value using a group of coins.	Exchanges money for goods/items in real-life or role play contexts.	Selects and uses a range of mental strategies to calculate amounts; identify coins required; determine change from a transaction. Calculates simple bills and the number of items that can be bought with a given sum.	Solves and completes practical problems and tasks involving addition and subtraction; set amounts; provision of change.	Solves and completes practical problems and tasks involving the addition, subtraction, multiplication and division of money.	Applies the unitary method in problems involving price comparisons. Solves a range of problems involving budgeting, planning and evaluating money situations.	Calculates pay based on hourly and daily rates. Solves problems relating to profit and loss, discounts, VAT, interest, increases and decreases.	Solves problems that involve finding profit and loss, percentage profit and loss on the cost price.