

Material can be found at "newmero academy": www.newmero.net

Age: 5 - 7 years

Purpose of the exercise:

- Teach children a way to determine the difference between two small numbers by counting from the lowest to the highest.

What should the children discover themselves:

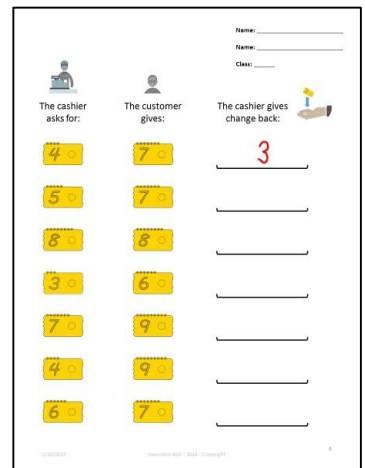
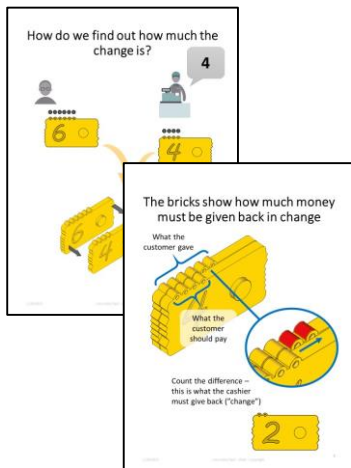
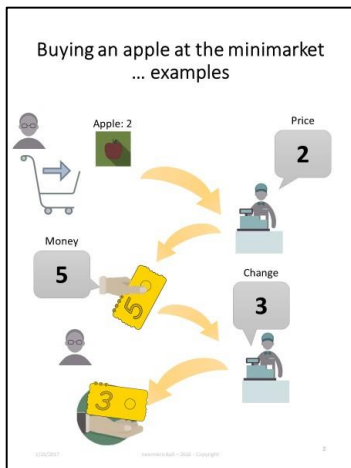
- The children should find out that buying small items at the minimarket is actually about the difference between two small numbers.

How should the teach be helpful without giving the answers directly:

- The teacher can explain how the brick is designed to help the children figure out the distance between two small numbers, which can be used to determine how much should be given back in "change".

Which material should be used for the lecture:

- The yellow bricks only, i.e., "1", "2", ... , "9".
- Some printouts for distribution – The "Pupil material" pages.
- A smartboard/large screen could be used to show the following pages so the children know how to use the bricks to complete the "Pupil material" pages.

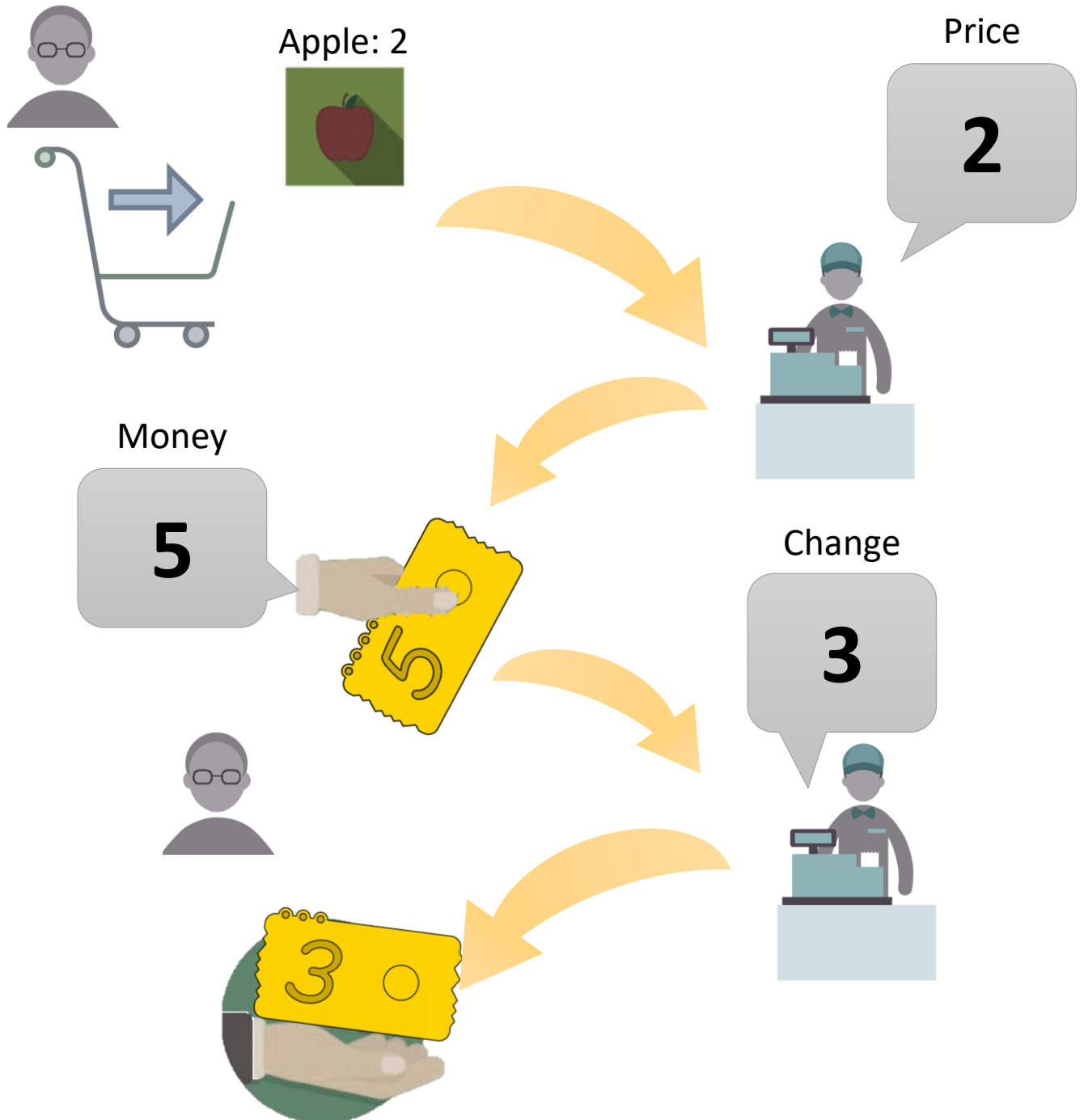


Start by showing how items are bought at a supermarket, showing how "coins" (bricks) are exchanged ...

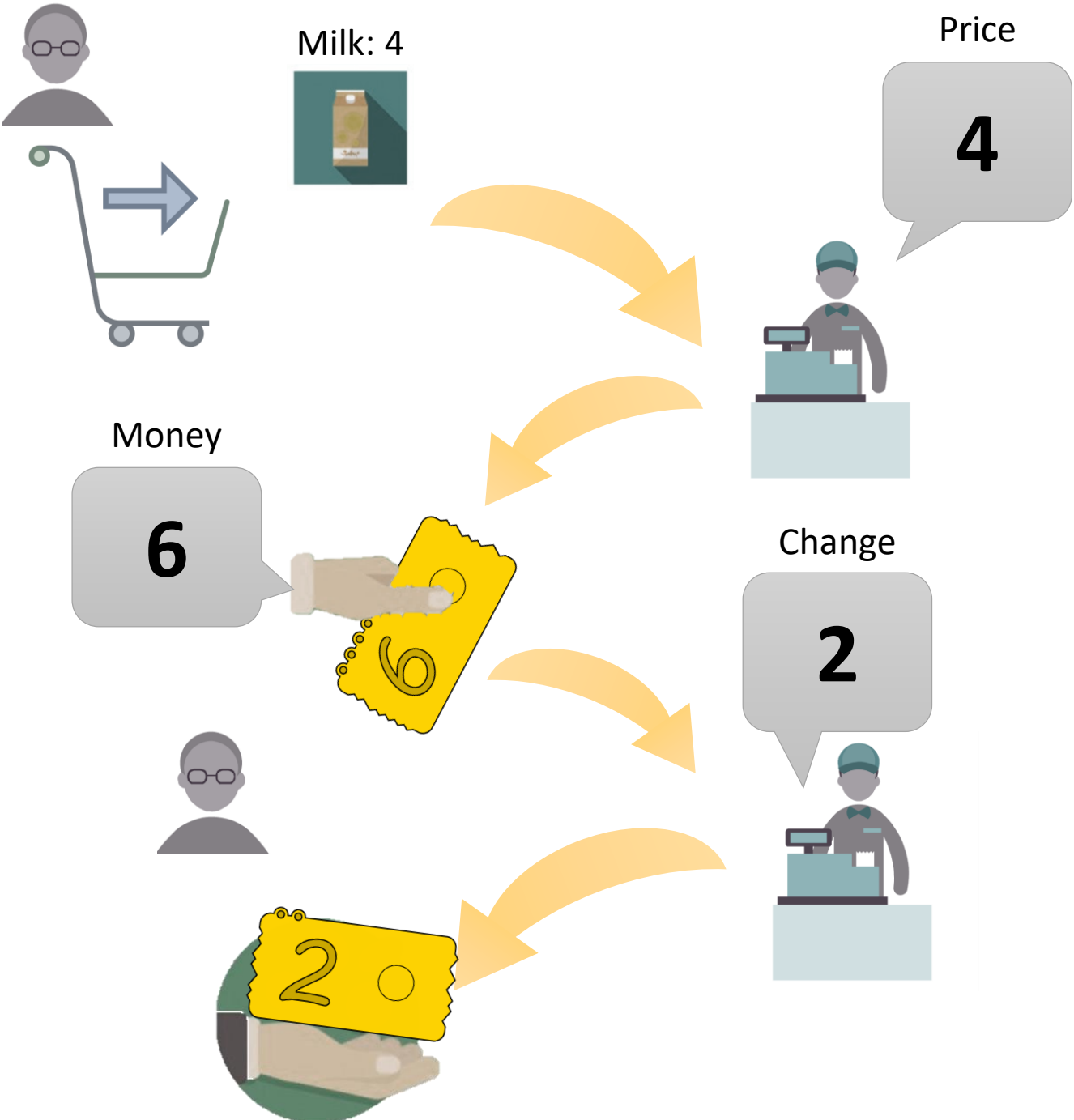
... then show how giving money can be done by finding the difference between two numbers

.. and show examples of how the answers are noted down

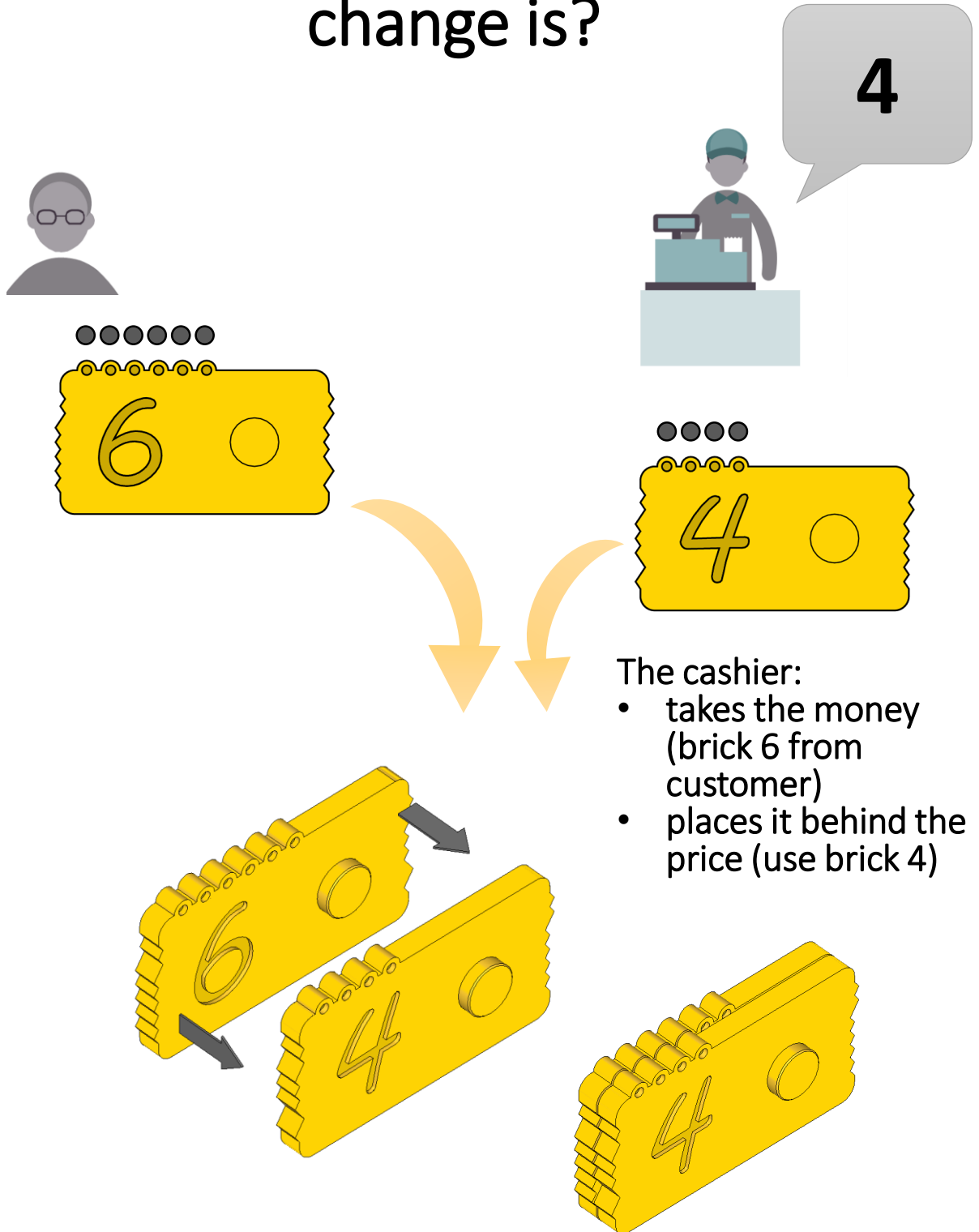
Buying an apple at the minimarket ... examples



Buying milk at the minimarket ... examples

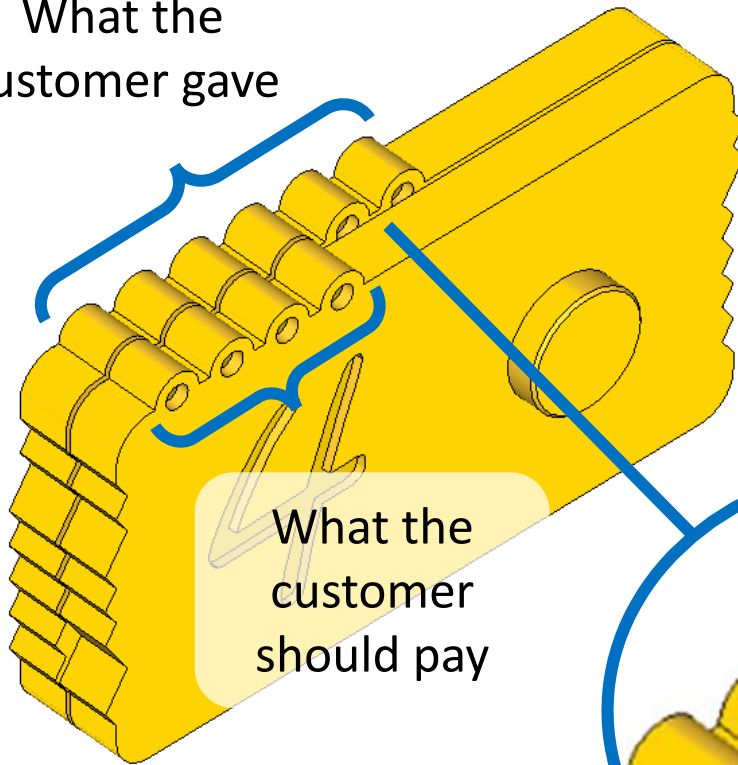


How do we find out how much the change is?

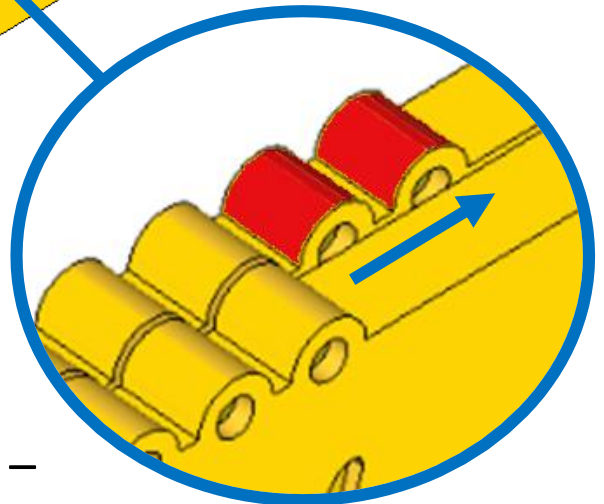


The bricks show how much money must be given back in change

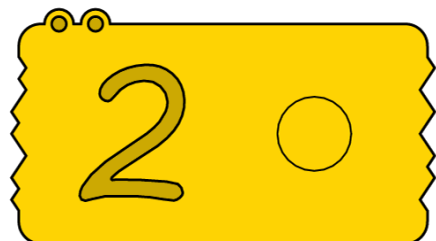
What the customer gave



What the customer should pay



Count the difference – this is what the cashier must give back (“change”)



Name: _____

Name: _____

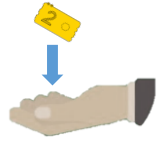
Class: _____



The cashier asks for:



The customer gives:



The cashier gives change back:



3

