

Towards Independence

# Money: Introduction

Name:



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This module has been developed as the result of collaborative work between ASDAN and practitioners delivering the Towards Independence programme. Our thanks go to all those who contributed to the development of these materials.

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#### Welcome

You are starting a module called

#### Money: Introduction

In doing the activities in this module you will be asked to:

- say
- show
- choose
- make things

You can say things by talking or signing, or by using any other means to let someone know what you want to say.

You can choose and show things by using:

- pictures
- digital recording
- other means

- photographs
- computer

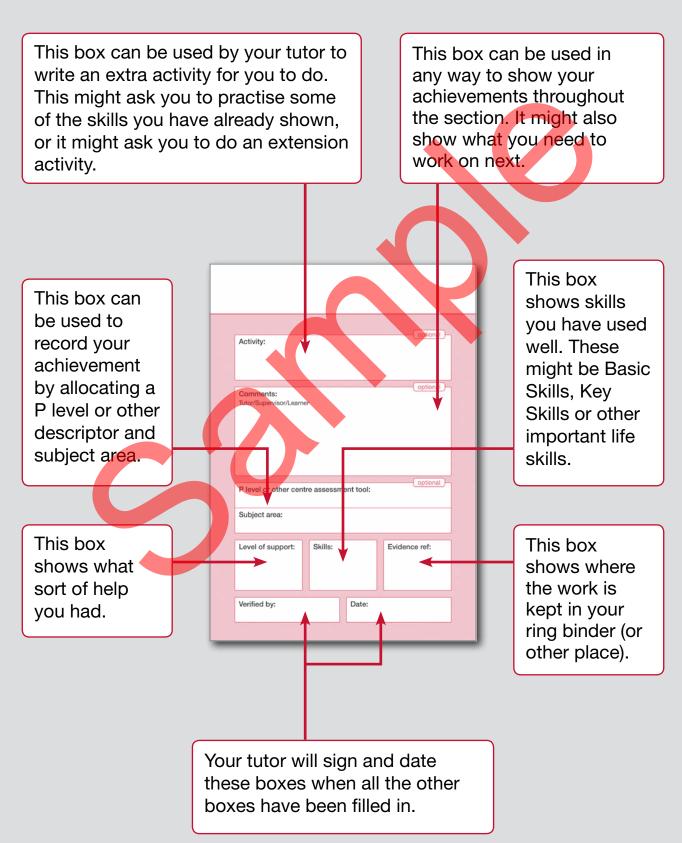
or by telling someone else so they can write or do it for you. All the way through you can have as much help as you need.

As you complete each activity, you or your tutor can tick the box shown alongside the activity and the corresponding box on the **Record of Activities** page.

When you have finished the module, remember to complete the **Module Review** and **Next Steps** at the end of the book.

#### **Record Boxes**

At the end of each section you will find a page of record boxes:



### **Levels of Support**

Ask your tutor to talk to you about these:



NH No Help - you can do things on your own



SH Spoken/Signed Help – you are helped by someone speaking or signing suggestions to you



**GH** Gestural Help – you are helped by someone using hand signals or other gestural prompts



PH Physical Help – you are helped by someone holding you and/or helping you to move



SE Sensory Experience – you are given the opportunity of being involved through a sensory experience, e.g. hearing, touch, sight or taste



**ER** Experience Recorded – you are provided with an experience of the activity but are unable to take part

#### **Section A:**

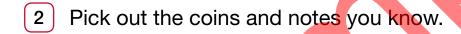
### Recognising money

1	Choose money from other items.

- For example:
  - Buttons

Counters

Other



- 3 Name the coins and notes.
  - Coins: 1p, 2p, 5p, 10p, 20p, 50p, £1, £2
  - o Notes: £5, £10, £20, £50

### **Section A:**

### Recognising money

			optional
Activity:			
			optional
Comments:			
Tutor/Supervisor/Learne	er		
			•
			optional
P level or other cent	re assessme	ent tool:	
Subject area:			
Level of support:	Skills:		Evidence ref:
Manifical Inc.		Data	
Verified by:		Date:	

### **Section D:**

### Using a shop

1	Decide what you want to buy.  Make a list.	
2	Decide where you will go to do your shopping.  Show how you will get there.  Show whether you need any money for transport.	
3	Collect the things you need.  Decide how much money you will take.	
4	Go and do your shopping.  Show whether you used a basket or shopping trolley.  Show you can wait patiently in a queue.	
5	Show you can pay for your shopping.  Wait for any change.  Keep your change safe.  Keep the receipt safe.	

### **Section D:**

### Using a shop

Activity:			optional
Comments: Tutor/Supervisor/Learne	r		optional
P level or other cent	re assessm	nent tool:	optional
Subject area:			
Level of support:	Skills:		Evidence ref:
Verified by:		Date:	

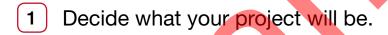
#### **Section F:**

### Project

In this section you can choose your own activity.

Here are some ideas:

- Visit different shops to buy items
- Visit a new café to buy a drink or a meal
- Show you can save your money
- Travel somewhere and pay your fare
- Other



- 2 Plan your project.
- (3) Make a list of the things you need.
- 4 Do your project.
- [5] Show what went well in your project.

### **Section F:**

### **Project**

Activity:			optional
Comments: Tutor/Supervisor/Learne	er		optional
P level or other cent	re assessm	nent tool:	optional
Subject area:			
Level of support:	Skills:		Evidence ref:
Verified by:		Date:	

## **Next Steps**

My next challenge:
Activities and modules that will help:
Who can help me and when:
Remember to record that you have completed this module and review on the <b>Record Page</b> in your <b>Starting Out</b> module.
Learner signature:
Tutor/supervisor signature:
Date:





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