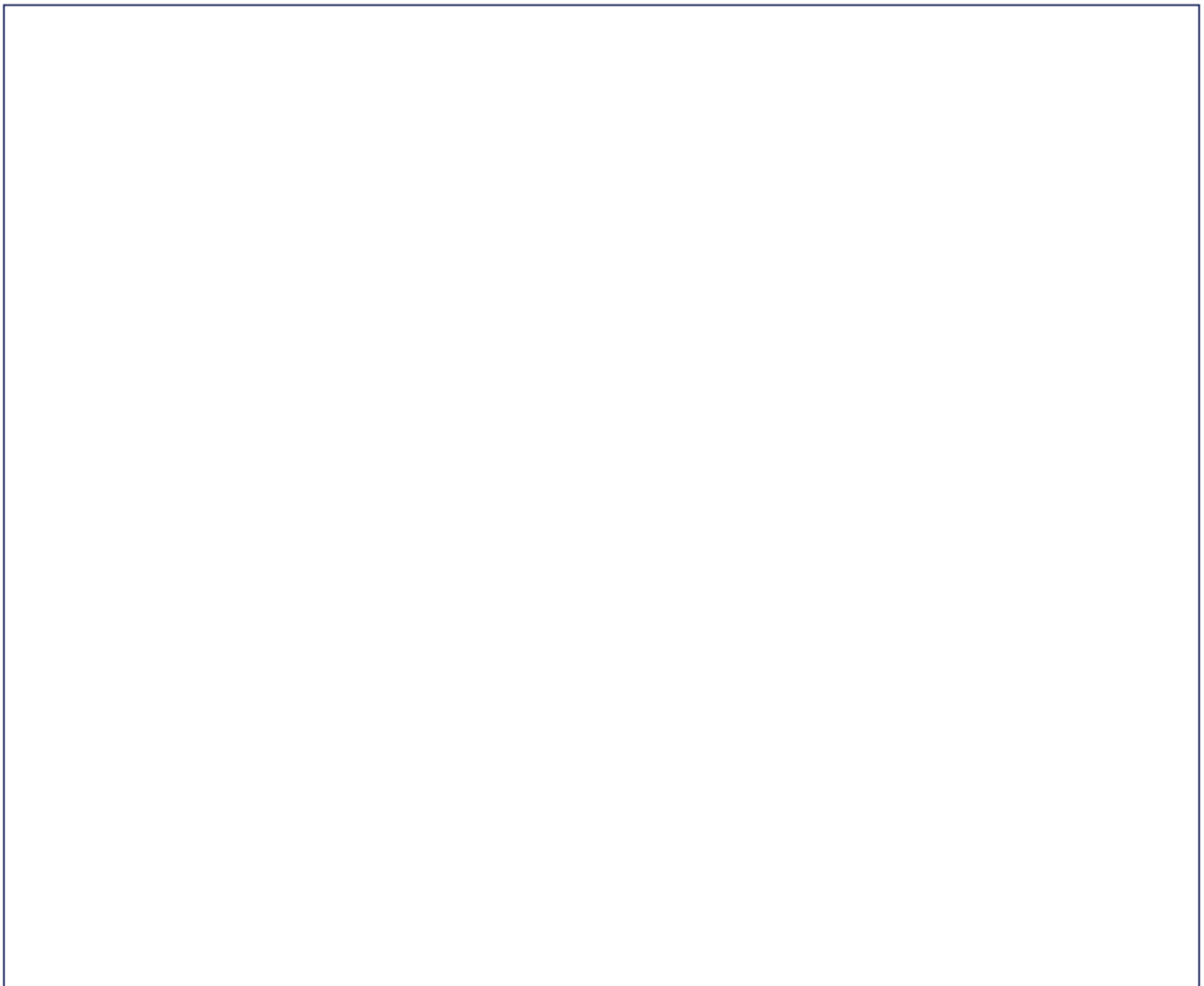


Max's Pocket Money Plan

Learning objective: To understand how to make choices about spending and saving money.

Follow the steps below to draw your ideas. Use the word bank to help you label your picture. Max is deciding how to use his £5.00. Help him choose!

Draw: Draw a scene where Max the monkey is at a market. In the centre, draw Max with his money. On the left side of the page, draw a healthy snack. On the right side, draw a fun toy. Include a piggy bank nearby to show he is saving some of his money. Use bright colours and clear labels.



Label words: Savings · Needs · Wants · Coins · Notes · Budget

Steps:

1. Step 1: Draw Max holding his £5.00. Draw some coins and a note in his hand.
2. Step 2: Draw one thing Max needs (like a healthy apple) and label it 'Need'.
3. Step 3: Draw one thing Max wants (like a toy) and label it 'Want'.
4. Step 4: Draw a piggy bank and label it 'Savings'.