

# G Pocket Money

## Language focus

- ★ Vocabulary: *sweets, fizzy drink, ice-cream, comic, magazine, toy dinosaur, cake, crisps, felt pens, stickers*
- ★ *I want ...*
- ★ *How much is/are ...?*
- ★ Numbers: *10, 20, 30, 40, 50, 60, 70, 80, 90*
- ★ Pounds and pence

## Materials

- ★ copies of handout G (cut in half) for each pair of pupils

## Procedure

- 1** Ask the pupils if they get pocket money and what they like to spend it on. (Be sensitive about discussing amounts with the pupils as some are bound to receive more than others, and some may not receive any at all.)
- 2** Divide the class into two groups (Group 1 and Group 2). Hand out a copy of Picture G1 to each student in Group 1 and Picture G2 to each student in Group 2. It is best if Pupils 1 and 2 are not sitting near each other at this stage as they need to keep their pictures secret.
- 3** Teach the words by asking your pupils what they can see: *sweets, fizzy drink, ice-cream, comic, magazine, toy dinosaur, cake, crisps, felt pens, stickers*
- 4** Discuss with the pupils how much the items might cost in their own currency and then teach the words *pound(s)* and *pence*. Explain that there are 100 pence in a pound. Write some simple prices on the board and ask pupils to read them out to you: *£1, £2, £5, 50p, 80p, 20p*, etc.
- 5** Put the pupils into pairs so that one has picture G1 and one has picture G2. Tell the pupils that some of the prices are missing. They need to find out how much each item in the shop costs by asking their partner: *How much is the comic?/How much are the sweets?* and writing down the price on the price tag. They should check the prices by comparing pictures at the end: *sweets 20p, fizzy drink 50p, ice-cream 80p, comic 60p, toy dinosaur 70p, cake 50p, crisps 40p, magazine £1, felt pens 90p, stickers 30p*
- 6** Tell the pupils that you are going to give them each £2 pocket money to spend and that they have to decide what they will buy and tell a partner. Get them to practise by telling you first: *I want a ..., a ... and a ....*
- 7** Get pupils to tell their partner what they want to buy. Explain that the partner should add up the total amounts and check that it is £2 or less.

## Follow-up activity

- 1** Elicit a dialogue between a customer and a shopkeeper like the one below, writing prompts on the board if necessary:  
*A: Hello. How much is an ice-cream?*  
*B: 80 pence.*  
*A: And how much are these sweets?*  
*B: 20 pence.*  
*A: Here's one pound.*  
*B: Thank you.*
- 2** Pupils can go on to role-play their own dialogues: one pupil is the customer and the other is the shopkeeper.
- 3** Get volunteers to act out their dialogues in front of the class.

## Alternative activity

- 1** Pupils can play a memory game using the picture. Give them one minute to look at the picture, then get them to turn their pictures face down. In pairs, they should list all the items they can remember in English if possible and in L1 if they are unsure of the English.
- 2** The pair with the longest list reads it out. Elicit or provide the English names of any items they list in L1. The rest of the class ticks off the words on their own lists and adds any further words at the end.

