## Value bingo - Games activity plan

## Description

A simple bingo-style game, to help learners understand needs and wants, and to explore perceptions of value.

## Preparation

Decide whether to approach as an individual, pair or group task. Print and cut out the $£ 10$ notes - one note per learner, pair or group. Print and cut out the item cards - one set per learner, pair or group. Print value bingo grids - one sheet per learner, pair or group. Print the price list - one teacher copy.
This activity ideally links from the Dylan story - Part two.


## Introduction/Context

Issue learners with one of the $£ 10$ notes, a value bingo grid and a set of the item cards. Instruct learners that they will need to choose six items that they can buy with their $£ 10$. They will need to think about what the items will cost. Once they have chosen their items, the teacher will call out the item prices. Learners must write the price in the square. At the end of the activity, learners will calculate their totals to see if they have managed to keep the cost under $£ 10$.
Needs

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## Price List

| Item | Price | Need/Want |
| :---: | :---: | :---: |
| Water | $£ 1.00$ | Need |
| Sandwich | $£ 2.00$ | Need |
| T-shirt | $£ 3.00$ | Need |
| Pretty shell | $£ 0.00$ | Want |
| Remote control car | $£ 10.00$ | Want |
| Bubbles | $£ 1.00$ | Want |
| Holiday to Spain | $£ 100.00$ | Want |
| Chocolate bar | $£ 30.00$ | Want |
| Computer game | $£ 100.00$ | Want |
| Bike | $£ 10.00$ | Want |
| Action figure | $£ 0.00$ | Want |
| A smile | $£ 1,000,000.00$ | Want |
| A mansion house | $£ 1.000 .00$ | Want |
| A car |  | Want |
| A colouring book | Want |  |
| A mini torch | Want |  |

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