

Introduction to Unit

This unit centres on the friends in KS2 at Pride Place Primary School and their fundraising activities for charity. Children will explore how they can plan a charity event, pricing goods and services and undertaking basic financial planning and prediction as part of this process.

Baseline and Assessment

Conduct the quiz as a baseline for unit, using the activity to identify gaps in the children's knowledge and understanding and to set the agenda for learning. Record scores for children on score sheet (this is in the teachers area).

Repeat the quiz as a follow up for unit - record follow up scores for children on score sheet to evaluate their improvement over the unit.

Lesson Overview for this Unit

Lesson 1: We Want to Help

Children work as a class to identify one or more opportunities to organise and promote a fundraising event.

Lesson 2: We are a Team part 1

Children will explore their personal skills and qualities that will contribute to their value as part of a business team.

Children will practice communication, reflection, speaking and listening skills in the context of applying for jobs.

Lesson 2: We are a Team part 2

Using the Charity Carwash Entrepreneur Challenge online activity, children explore how they might set prices and begin to consider how to plan to raise the maximum money they are able, setting realistic goals for fundraising and reflect these in a pricing and planning structure. They will learn more about financial planning and choosing what is reasonable to charge for their services.

Children will create a business plan for their charity event, based on the roles and duties they have created.

Working Together: Activities to Explore at Home

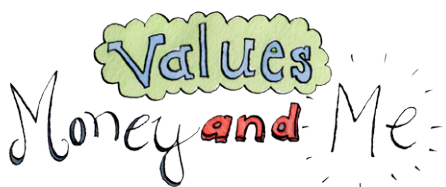
We suggest that the children read the story at home with their family if this is practical and appropriate. This will familiarise the family with the unit and its content and promote discussion on the issues raised. They can view online or you can provide a printed version from the teachers' area.

- Design a poster for the planned charity event.
- Consider what role your parent/s might be able to play in supporting our charity event.
- Try the Entrepreneur Challenge online calculator activity with your family.
- Think how families could support marketing the event.

LEARNING OUTCOMES

KS2 | CHARITY JOB WEEK

Met?	Link	Links to PSHE Outcomes KS2
	1c	To face new challenges positively by collecting information, looking for help, making responsible choices, and taking action.
	1e	About the range of jobs carried out by people they know, and to understand how they can develop skills to make their own contribution in the future.
	1f	To look after their money and realise that future wants and needs may be met through saving.
	2a	To research, discuss and debate topical issues, problems and events.
Met?	Link	Links to SEAL
	30	I can understand another person's point of view and understand how they might be feeling.
	31	I value and respect the thoughts, feelings, beliefs and values of other people.
	33	I know that my actions affect other people and can make them feel better or worse.
	39	I can work well in a group, cooperating with others to achieve a joint outcome.
Met?	Link	Links to Financial Capability KS2 (PFEG)
	FC1	Know about other forms of money: cheque books, credit and debit cards and how the payments are made in these cases.
	FC2	Understand the importance of keeping financial records.
	FC6	Begin to be able to plan and think ahead.
	FR4	Assessing value for money – be able to assess best buys in a variety of circumstances.



FRAMEWORK REFERENCE

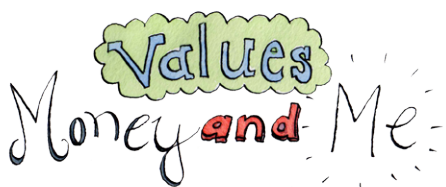
KS2 | CHARITY JOB WEEK

Met?	Links to Spoken Language Years 1 to 6
	Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments.
	Speak audibly and fluently with an increasing command of Standard English.
	Participate in discussions, presentations, performances, role play, improvisations and debates.
	Gain, maintain and monitor the interest of the listener(s).
	Consider and evaluate different viewpoints, attending to and building on the contributions of others.
Met?	Links to Mathematics Year 3
	Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.
	Add and subtract amounts of money to give change, using both £ and p in practical contexts.
	Interpret and present data using bar charts, pictograms and tables.
	Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.
	Discussing the significance of the title and events.
Met?	Links to Mathematics Year 4
	Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
	Solve simple measure and money problems involving fractions and decimals to two decimal places.
	Estimate, compare and calculate different measures, including money in pounds and pence.
	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.
	Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

FRAMEWORK REFERENCE

KS2 | CHARITY JOB WEEK

Met?	Links to Mathematics Year 5
	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
	Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.
	Solve comparison, sum and difference problems using information presented in a line graph.
Met?	Links to Mathematics Year 6
	Solve problems involving addition, subtraction, multiplication and division.
	Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.
	Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.
	Interpret and construct pie charts and line graphs and use these to solve problems.



Date of unit	
Delivered by	