

SCHEME OF WORK

FAMILY VALUES MONEY AND ME

Tutor
Venue
Start date
End date
Session time

Programme aims

- To improve learners confidence, enabling them to engage in more learning.
- To improve learners Maths, Financial, English, e-learning and communication skills to help them with their child's learning.
- To improve learners health and well-being.
- To improve learners personal and ethical values.

Programme outcomes

Parents and children will have an understanding of how personal and interpersonal skills can enhance the quality of their lives leading to increased confidence, self-esteem and improved Maths, Financial, English and e-learning knowledge.

Core curriculum range

Programme delivery methods

Whole group, small group, paired work and workshop method.

Teaching and learning methods and strategies

Visual, auditory, kinaesthetic, verbal.



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Session	Content of session	Outcome of session	Resources	Assessment of learning
1 Finders Keepers	<ul style="list-style-type: none"> Welcome Introduction Health and safety introduction Outline and aims of session Ground rules Finders Keepers Story Bert's shopping challenge Baseline quiz Learning log 	<ul style="list-style-type: none"> All learners basic individual learning styles identified as much is possible. All learners aware of course outline and aims. All learners aware of ground rules and housekeeping. All learners are aware of the law relating to lost and found money/personal items. All learners to gain reasoning skills to help make moral decisions. 	<ul style="list-style-type: none"> IPads Pens Use of interactive whiteboard Finders Keepers interactive story Dilemma activity sheet and cards. Learning log 	<ul style="list-style-type: none"> Baseline Quiz Discussion Observation Q and A's
2 Do the Right Thing	<ul style="list-style-type: none"> Welcome Recap previous session Do the Right Thing story Your Special thing activity Baseline quiz Learning log 	<ul style="list-style-type: none"> All learners aware of ground rules and housekeeping. All learners can talk about the value of money. All learners to recognise how their behaviour affects other people. 	<ul style="list-style-type: none"> IPads Pens Use of interactive whiteboard Do The Right Thing interactive story Your Special Thing activity sheet Learning log 	<ul style="list-style-type: none"> Baseline Quiz Discussion Observation Q and A's
3 Costing the Earth	<ul style="list-style-type: none"> Welcome Recap previous session A4 gadgets at home activity Costing the Earth story Energy saving tips activity I pledge activity Board game Baseline quiz Learning log 	<ul style="list-style-type: none"> All learners aware of ground rules and housekeeping. All learners understand that resources can be allocated in different ways and that these economic choices affect individuals, communities and the sustainability of the environment. All learners to understand the importance of planning and thinking ahead and to be able to save for the things they want. 	<ul style="list-style-type: none"> IPads Pens Scissors A4 paper I Pledge sheet Energy saving tips sheet A3 copies of board game Game cards Dice and counters Laminating pouches and laminator Use of interactive whiteboard Costing the Earth interactive story Learning log 	<ul style="list-style-type: none"> Baseline Quiz Discussion Observation Q and A's



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4 Hero or Zero	<ul style="list-style-type: none"> Welcome Recap previous session Hero or Zero Story Sues Shopping Calculator The story of the object activity Baseline quiz Learning log 	<ul style="list-style-type: none"> All learners aware of ground rules and housekeeping. All learners can recognise what they like and dislike, what is fair and unfair and what is right and wrong. All learners can recognise that there are both predictable and unpredictable sources of money. 	<ul style="list-style-type: none"> IPads Pens Use of interactive whiteboard Hero or Zero interactive story The story of the object sheet Charity Shop Pricelist/Object Cards sheet Learning log 	<ul style="list-style-type: none"> Baseline Quiz Discussion Observation Q and A's
5 I Want It!	<ul style="list-style-type: none"> Welcome Recap previous session. I Want It! story Spend and Save Calculator Saving Activity / Money box Baseline quiz Learning log 	<ul style="list-style-type: none"> All learners aware of ground rules and housekeeping. All learners gain knowledge on how to solve problems by thinking of all the options, identifying advantages and disadvantages, choosing a solution and evaluating it later on. All learners gain skills on how to spend money. All learners understand that there is an ethical dimension when making financial decisions. 	<ul style="list-style-type: none"> IPads Pens Scissors Glue sticks Use of interactive whiteboard I Want It! interactive story Factsheet: Saving / Money box template Learning log 	<ul style="list-style-type: none"> Baseline Quiz Discussion Observation Q and A's

