



Lesson 1 Sue Lee's Dilemma

You will need:

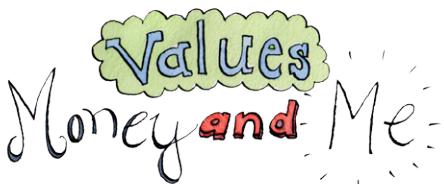
- Hero or Zero – Interactive Storybook.
- **RESOURCE 1.1**
Discussion pointers
- **RESOURCE 1.2**
Dilemma Cards – enough for each pair or group (cut and folded).
- **RESOURCE 1.3**
Stop and Think sheet – enough for each pair or group.
- **RESOURCES 1.4 – 1.5**
Storyboards – enough for each pair or group.

Lesson Outcomes

Children will explore a range of feelings and skills related to safety and decision making, where the temptation to acquire money may be influencing what they do or feel.

The Activity

- Read the story and discuss, using the discussion pointers provided in the teacher notes.
- Next, focus on the part in the story where Sue faces a dilemma. Distribute the appropriate Dilemma Card with possible outcomes and discuss what they think they should do.
- Once they have chosen an outcome ask them to 'test' it out, exploring the possible consequences using the Stop and Think sheets. Repeat this process for each of the dilemmas. Alternatively you can discuss and/or use role play to further explore the issues.
- Next ask the children to either write the alternative ending for the story based on Sue 'doing the right thing' or alternatively complete the Storyboard provided. Encourage them to be creative in changing the course of events.
- The Storyboard concentrates on the key skills Sue needs to develop to keep safe and manage the situation. Encourage the children to identify these skills.
- There is an option to add extra speech and thought bubbles so you can work as a group with a single storyboard.
- Ask the children to use role play to practice the skills that they have identified for Sue.





LESSON 2 Irreplaceable You

You will need:

- Hero or Zero - Interactive Storybook.
- **RESOURCE 2.1**
Character Cards - enough for each group.
- **RESOURCE 2.2**
Scenario Cards - enough for each group.
- **RESOURCE 2.3**
Character Exploration Sheet - enough for each group.
- **RESOURCE 2.4**
Speech Bubbles - as required.
- **RESOURCE 2.5**
Risky Situations display stars.

Lesson Outcomes

Children will develop safety skills in relation to risky situations involving the temptation of money.

Children will explore the emotional value attached to sentimental objects.

The Activity

- Using the Hero or Zero - Interactive Storybook and the Storyboards from the lesson 'Sue Lee's Dilemma' as a stimulus, ask the children to work in groups of a minimum of 5 and to take the following roles;

Sue
Sue's friend/s
Suspicious Lady (or man)
Shop assistant
Mrs Goleska
Children may also bring in other characters (parent, police etc) as the role play develops.
- It might be useful to help them to prepare by exploring their characters using the Character Exploration Sheet. Ask them to consider how their character might behave and feel in the scenario. You can also use this sheet as a reflection exercise after the role play.
- Distribute the Scenario Cards. Ask them to prepare a role play from one of the scenarios in their character roles.
- Encourage them to identify clear strategies and skills to manage the situation. It is useful to reinforce good spoken responses. Repeat them clearly and write each in a Speech Bubble. Stick the bubbles on the wall in a row, leaving space underneath them. Ask the children to think of different risky situations and record each on a Risky Situations display star.
- Ask the children to try to match their risky situation with one or more of the statements in the speech bubbles on the

wall. Hopefully many of the statements/responses will be transferable to other risky situations. Add these to your display.

- Focus on the most generic and practice these through role play. e.g. "No thank you, it might not be safe" and any risk scenario.





Lesson 3 New to You

You will need:

- Sue's Shopping Calculator either within Hero to Zero Interactive storybook or in calculator tab (this activity requires individual computers).
- **RESOURCE 3.1**
Paper Charity Shop Price List Sheet – enough per pair.

Lesson Outcomes

Children explore the value and pricing of second hand items. They consider how much monetary value is lost over time and the historical and sentimental value of items. They consider the histories of items and how their usefulness may alter over time.

The Activity

- Using the Sue's Shopping Calculator linked from the back page of the Hero or Zero Interactive Storybook, or in calculators on the website.
- Ask the children to try to spend Sue's £2 in the charity shop.
- Compare the different shopping baskets they come up with. This can be done as a whole class/group with the interactive whiteboard and/or individually or in pairs on the computer. Remember, they don't have to spend all the money. If they have previously done the activities linked to 'Do the Right Thing' Interactive Storybook it may be useful to reference these when doing this activity.
- Using the Charity Shop Price List, ask them to consider what it is worth and put a price on the item, now it is second hand. Allow them to disagree with the prices shown if they wish and to justify the change in light of their discussion.
- Ask the pupils to compile the revised, final price list for the charity shop. Do this by

collecting their prices together. If the children have set different prices for the same item you will need to debate and come to a consensus (or vote as a group) on the price.

Extend: Numeracy

- Allocate one of the following amounts of spending money to each pair and use the charity shop calculator (on computer) £1, £2, £5, £10, £20, ask them to choose what they would spend their money on in the charity shop and why.
- Can they work out what change they will get?
- Can you find out 2/3/4 ways for Sue to spend all the £2.00?
- If the charity shop decided to charge half the original price, could you work out what that would be?

FOR GUIDANCE - approximate prices when bought new

Tee shirt	£7.50
Animal book	£2.00
Ball	£3.50
Snakes & ladders	£5.00
Skipping rope	£2.50
China dog	£6.50
Bike	£45.00
Pencil case	£3.50
Necklace	£6.50
DVD	£9.50

Lesson 3 New to You - Differentiated version

You will need:

- Sue's Shopping Calculator either within Hero to Zero Interactive storybook or in calculator tab (this activity requires individual computers).
- **RESOURCE 3.11** Charity Shop Price List/Object Cards sheets - enough per pair (one intact and one cut up).
- **RESOURCE 3.12** Story of the Object sheet - enough per pair.

Lesson Outcomes

Children explore the value and pricing of second hand items. They consider how much monetary value is lost over time and the historical and sentimental value of items. They consider the histories of items and how their usefulness may alter over time.

Preparation

- Using the Sue's Shopping Calculator linked from the back page of the Hero to Zero Interactive Storybook, or in calculators on the website, ask the children to try to spend Sue's £2 in the charity shop. Compare the different shopping baskets they come up with. This can be done as a whole class/group with the interactive whiteboard and/or individually or in pairs on the computer.
- You can extend this activity by allocating one of the following amounts of spending money to each pair, £1, £2, £5, £10, £20, and using the charity shop calculator (on computer), ask them to choose what they would spend their money on in the charity shop and why.

Remember, they don't have to spend all the money.

The Activity

- Working in pairs, distribute the object cards so each pair has one.
- Using the Story of the Object sheet, ask them to make a history for the object; who owned it, how they felt about it, when they bought it and how much it cost at that time.
- Ask them to think about how much it might cost to replace it with a new one.
- Using the Charity Shop Price List, ask them to consider what it is worth and put a price on the item, now it is second hand. Allow them to disagree with the prices shown if they wish and to justify the change in light of their discussion.
- Ask them explain how they arrived at the valuation, what value has been lost/gained over time and why.
- Next, ask the pupils to compile the revised, final price list for the charity shop. Do this by collecting their prices together. If the children have set different prices for the same item you will need to debate and come to a consensus (or vote as a group) on the price.

