

Three Jars: Spend, Save, Share

Learning goal

Make a simple plan using spend, save and optional share jars.

Preparation

Print the pupil pages. Read tasks aloud, invite pointing or speaking, and scribe if needed. Use fictional inputs only.

Teaching flow

5 min**Hook**

Read the story aloud. Ask which card facts are known and what the class needs to find out.

10 min**Model**

Think aloud through task 1: Put 3 coins in SPEND, 4 in SAVE and 2 in SHARE. How many coins have jobs?

20 min**Practise**

Pupils tackle tasks 2 and 3. Ask which card fact supports each answer.

7 min**Discuss**

Discuss this likely misconception: Giving is voluntary and never a test of a family's means or a child's kindness.

3 min**Exit**

Use the reflection as the exit check: What is one thing the SAVE jar could be for?

Evidence of learning

Any clear future goal, such as art supplies, is reasonable.

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Model answers

1. $3 + 4 + 2 = 9$ coins; all coins have jobs.
2. SPEND pays for the book.
3. Yes. Sharing is a choice; a new plan must still assign all nine coins.

Reflection check

What is one thing the SAVE jar could be for?

Look for: Any clear future goal, such as art supplies, is reasonable.

Watch for

Giving is voluntary and never a test of a family's means or a child's kindness.

Adapt the lesson

Support: Use three cups and nine paper coins.

Stretch: Move one coin between jars and explain what changes and what does not.

Teach at home

Read one task at a time. Let the child point, draw or explain; split the lesson into two short sittings.

Notes: what can the pupil already explain?

Teaching example: not personal financial advice.