1

Let’s Play with Money!

EXPLORE

Ages 4-7 • Point, count, circle, draw and colour.



MY MONEY ADVENTURE BOOK

Coins to count. Shops to explore. Goals to grow!

My name: _____

COUNT

CHOOSE

GROW

For grown-ups: Read together and use counters or paper coins if helpful. Prices are made up. Coins are simplified Canadian dollar symbols. The last two pages have answers. Extra challenges can wait until your child is ready.

2

Coin Crew!

MATCH

Say hello to the loonie ($1) and the toonie ($2).

1. Draw a line to each coin’s value.





1 dollar

2 dollars

2. Circle every $2 coin.











3. Colour two $1 coins to make $2.











Say it: $1 + $1 = $2.

3

Count It. Write It.

COUNT

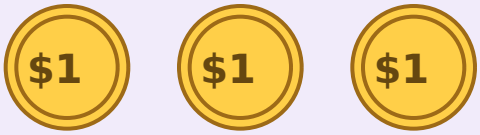
Every coin on this page is worth $1.

A 

= $ _____

B 

= $ _____

C 

= $ _____

D 

= $ _____

Extra fun: Draw $3 in coins. Each coin is worth $1.

Which group has the most money?

4

Pocket Money Shop

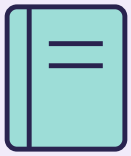
CHOOSE

You have $4. Circle everything you could buy on its own.



$3

Ball



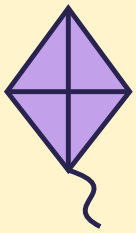
$5

Book



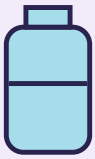
$1

Apple



$4

Kite



$2

Water



$6

Plant

Now choose your next move!

1. Buy an apple. You have $ _____

2. Buy water. You have $ _____

3. Circle the item that costs exactly $4.

5

The Saving Trail

TRACE Start at 1. Join 1 to 8 in order. Move up, down or across.

START

1	2	3	4
9	7	6	5
10	8	11	12

YOU SAVED $8!

Colour one coin for each dollar saved.





You have $5. How many more dollars to reach $8? _____

6

Need It? Want It?

CONNECT

Match each problem to a helpful item. Then make a choice.

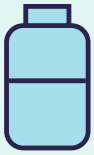
I am thirsty.



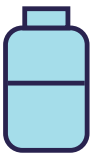
I need a snack.



I want a game to play.



Your turn: You are thirsty and have $2.



$2



$2

Circle your choice. Tell someone why you chose it.

7

Plant Sale Power!

EARN

Mia grows plants to sell. Each plant sells for $1.

1. Count the plants sold.





Mia receives $ _____

2. Colour a coin for each plant sold.



3. A new day, a new sale!



Mia sells 3 plants today.
How many dollars does she receive?

$ _____

The money received is before taking away any costs for pots or plants.

8

Give Your Coins a Home

SORT

You have five $1 coins. Draw a line from each coin to a jar.



Put at least one coin in each jar. Use every coin once.

SAVE

SPEND

I save $_____ **I spend $_____**

Try a different way below. The total must still be $5.

Save $_____ + Spend $_____ = $5

Which plan would you choose? Point to it and explain.

9

Same Money. New Look!

CIRCLE Circle the coin group worth the same as the big coin.







Can you make $3 using a $2 coin and a $1 coin?

Draw your two coins here:

10

Colour the Money Shop

COLOUR

Colour the scene. Find a ball, a kite, a plant and a book.



Make it your shop!

1. Draw a $1 coin in the circle.

2. Draw 3 coins inside the jar in the picture.

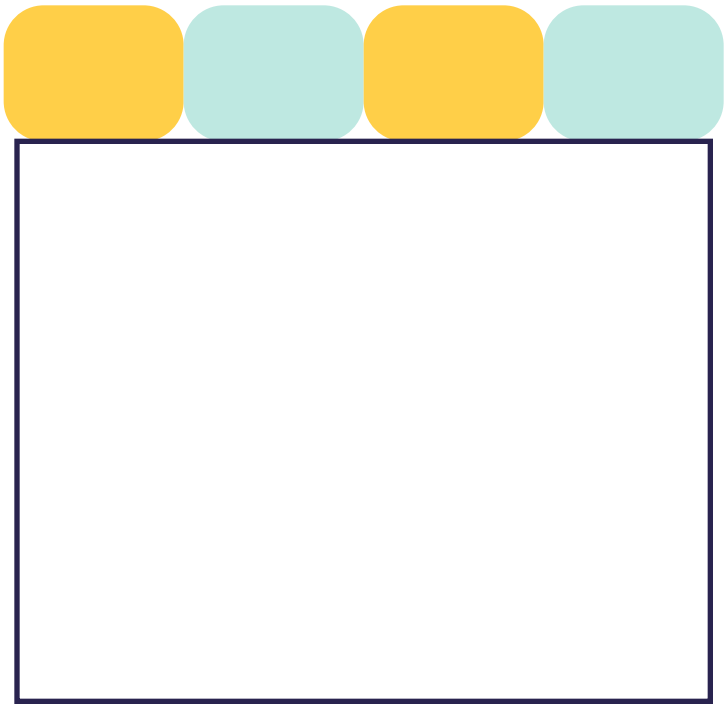
3. Circle one thing you would like to buy.

11

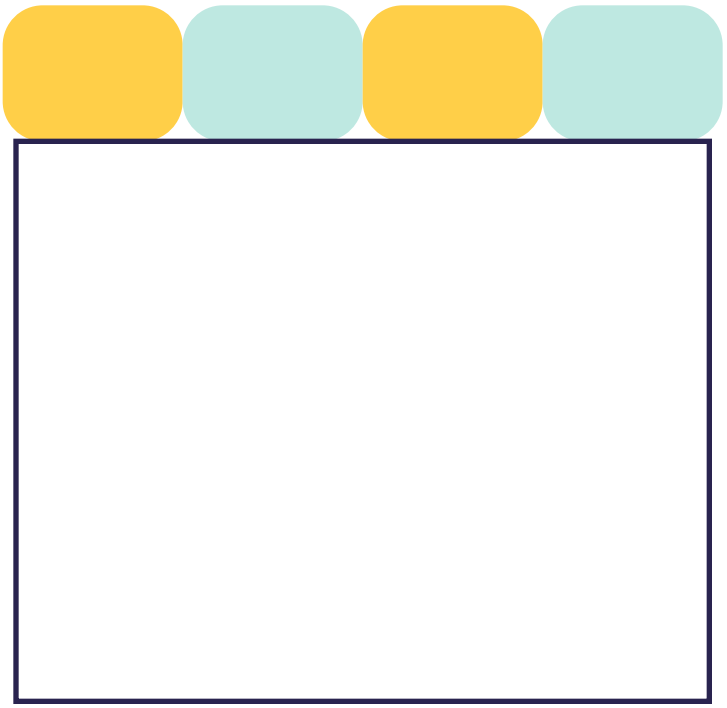
Build Your Own Shop

DRAW

Draw two things to sell. Give each a price from $1 to $5.



PRICE: $ _____



PRICE: $ _____

Play shop with someone!

1. Point to the item that costs less.

2. Buy your first item with $5. Change: $ _____

3. Buy your second item with $5. Change: $ _____

12

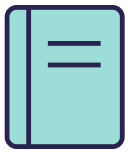
The $1 Coin Hop

FOLLOW Help the shoppers reach the book. Follow only $1 coins.

Start at the top left. Move up, down or across.
Draw a line through the $1 coins to the bottom right.

START

$1	$1	$2	$2
$2	$1	$2	$2
$2	$1	$1	$1
$2	$2	$2	$1



FINISH

Count the $1 coins on your path.

My path is worth $ _____



13

A Day at the Market

SOLVE Start each story with fresh money. Count or draw to help.

1. You have $5.



Price: $2

How much money is left?

$ _____

2. You have $4.

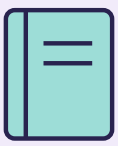


Price: $4

How much money is left?

$ _____

3. You have $3.



Price: $5

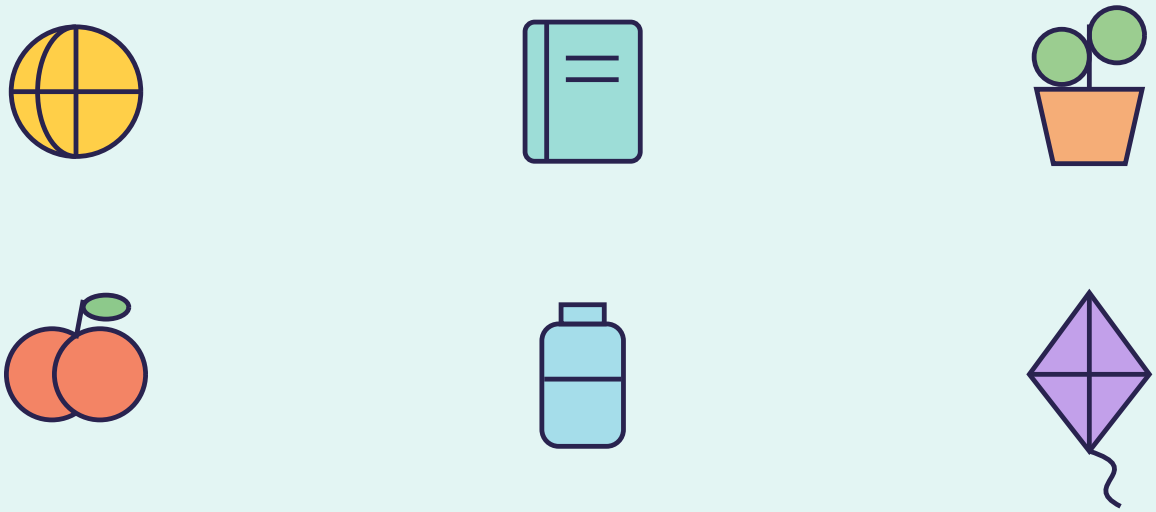
How many more dollars do you need?

$ _____

14

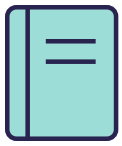
Look. Cover. Remember!

NOTICE Look at the tray. Name the things. Then cover it with paper.



Cover the tray. Try these little memory missions!

1. Circle both things you remember seeing.

A shoe

Two choices were on the tray. Can you find both?

2. What was next to the ball on its right?

_____

Uncover the tray and check. It is fine to look again!

15

Oops! Check the Shop

CHECK The shopkeeper made a mistake in every box. Help fix it!



Apple costs $1.

You pay $2.

The shopkeeper gives back $0.

Correct change: $ _____



Ball costs $3.

You pay $5.

The shopkeeper gives back $1.

Correct change: $ _____



Book costs $4.

You pay $4.

The shopkeeper gives back $1.

Correct change: $ _____

16

My Next Little Goal

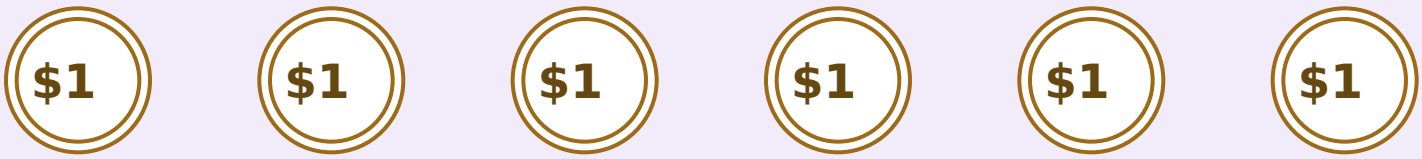
SAVE

Save a little at a time. These coins are worth $1 each.



BALL GOAL: $6

You already saved $2. Colour 2 coins.



How many more dollars do you need? $ _____



KITE GOAL: $8

You already saved $5. Colour 5 coins.



How many more dollars do you need? $ _____

Check & Celebrate!

17

ANSWERS

Pages 2-9 • Notice the effort as well as the answer.

2 / Coin Crew

Match $2 to 2 dollars and $1 to 1 dollar. Circle the 2nd, 4th and 5th coins. Colour any two $1 coins.

3 / Count It. Write It.

A: $2. B: $4. C: $3. D: $5. Draw three $1 coins. Group D has the most.

4 / Pocket Money Shop

Circle ball, apple, kite and water. Each costs $4 or less. Apple leaves $3. Water leaves $2. The kite costs exactly $4.

5 / The Saving Trail

1 → 2 → 3 → 4 → 5 → 6 → 7 → 8. Colour all 8 coins. From $5, save $3 more to reach $8.

6 / Need It? Want It?

Thirsty → water. Snack → apple. Game → ball. In the choice activity, water meets the stated need of being thirsty.

7 / Plant Sale Power

4 plants at $1 each bring in $4. Colour 4 coins. The new day has 3 plants sold, so Mia receives $3. Money received is before costs.

8 / Give Your Coins a Home

Possible save/spend splits: $1/$4, $2/$3, $3/$2 or $4/$1. Each coin needs exactly one line. The second plan can be any different valid split.

9 / Same Money. New Look!

Top: A ($1 + $1). Middle: B ($1). Bottom: B ($2). Draw one $2 coin and one $1 coin to make $3.

More Money Discoveries

ANSWERS

Pages 10-16 • Keep talking, exploring and trying again.

10 / Colour the Money Shop

Personal colours. Draw $1 in the circle and 3 coins in the jar. The child may choose any item they would like to buy.

11 / Build Your Own Shop

Two drawings with prices from $1 to $5. Point to the cheaper item, or say they cost the same. For prices $1, $2, $3, $4 and $5, change from $5 is $4, $3, $2, $1 and $0.

12 / The $1 Coin Hop

From the start: right, down, down, right, right, down. The route uses seven $1 coins, worth $7. It finishes beside the book.

13 / A Day at the Market

1. $5 - $2 = $3 left. 2. $4 - $4 = $0 left. 3. $5 - $3 = $2 more needed. Each story starts with fresh money.

14 / Look. Cover. Remember!

Circle the apple and the book. A shoe was not on the tray. The book was immediately to the right of the ball. Looking again is welcome.

15 / Oops! Check the Shop

Apple: $1 change. Ball: $2 change. Book: $0 change. Count up from the price to the amount paid to check.

16 / My Next Little Goal

Ball: colour 2 of 6 coins; $4 more needed. Kite: colour 5 of 8 coins; $3 more needed.

I tried. I learned. I can try again!