

Boost your OFSTED maths and financial literacy results with the bMoneywise board game!

The following table sets out how the game is aligned with the government initiatives on numeracy and achieves those aims: **the National Education Strategy for Key Stages 3 and 4:**

Source of strategy	Government Strategy	Money game features and benefits
Citizenship programmes of study: key stages 3 and 4 National curriculum in England	“are equipped with the skills to think critically and debate political questions, to enable them to manage their money on a day-to-day basis, and plan for future financial needs.” “...income and expenditure, credit and debt, insurance, savings...	Game features scenarios on income and expenditure, credit and debt, insurance, savings, interest rates and percentages. Game teaches children to set saving goals and enriches conversation about social issues.
Aims: Line 4 key stages 3 and 4 National curriculum in England	develop an interest in, and commitment to, participation in volunteering as well as other forms of responsible activity, that they will take with them into adulthood ♣	Game cards feature scenarios and questions that ask children to consider volunteering as an option and to name ideas for this.
https://www.gov.uk/government/uploads/system/uploads/attachment_data/file/331882/KS4_maths_PoS_FINAL_170714.pdf		
Mathematics programmes of study: Key stage 3 and 4 National curriculum in England	Mathematics is essential to everyday life, critical to science, technology and engineering, and necessary for financial literacy and most forms of employment.	Game cards introduce situations to save or spend reasonably with opportunities to apply maths in determining best money decisions!
Purpose of study	Knowledge to interpret and solve problems, including in financial mathematics; solve problems involving percentage change , problems and simple interest ...	Game features scenarios on income and expenditure, credit and debt, insurance, savings, interest rates and percentages.

Government Curriculum for Key Stage 3 and 4

https://www.gov.uk/government/uploads/system/uploads/attachment_data/file/239060/SECONDARY_national_curriculum_-_Citizenship.pdf

“Children will be taught how to manage their money in schools for the first time in England, after financial education was included in the final version of the national curriculum... It includes financial education in mathematics and citizenship education for secondary school pupils. . Pupils will be asked to solve problems involving percentage change and simple interest, for example...”

<http://www.telegraph.co.uk/finance/personalfinance/10304896/Money-to-be-taught-in-schools-with-lessons-on-state-spending.html>

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Some Testimonials

<p>Brenda Cowen, Sydney Russell, Director of Flexible Curriculum</p>	<p>"Thank you for giving us the opportunity to trial this board game with our Year & students. They enjoyed participating in the game enormously and found all aspect of the game relevant to their lives or their family. The best part, from the school's viewpoint, was the amount of discussion the game generated among those participating in the game and within their peer group after you had left.</p> <p>I would highly recommend this game as a really useful resource for Years 7 and 8, in particular, both as a learning tool and as a stepping off point for additional financial awareness education."</p>
<p>Councillor Evelyn Carpenter, Cabinet Member for Education and Schools said: "</p>	<p>This game is just one way to provide financial literacy experience to boost and enrich young people with essential life skills using maths as part of the citizen curriculum. It provides a useful opportunity for families and young people to come together to learn the importance of handling money responsibly and realise the positive choices they have in life and how these choices can help move them forward in life to reach their full potential.</p>
<p>Press release in local newspaper</p>	<p>"Pupils at Eastbury Secondary Comprehensive School were treated to an experience with a difference as their maths skills were challenged with real life scenarios playing the bMoneywize game as part of the school's effort to boost and enrich their offering of maths and the citizenship curriculum by providing financial literacy for young people."</p>
<p>Students</p>	<p>I found the game really fun because it helps one with the handling of money and it shows how to solve realistic problems. Amraja, 11.</p> <p>I enjoyed the game especially because doing workings was really fun. Ify, 11.</p> <p>I found the game stressful yet fun to play with others. Sid, 12.</p> <p>I've learnt so many ways of saving money through this game. Rhian, 12.</p> <p>It teaches us the consequences of misusing money. Edward, age 11.</p> <p>It uses real life scenarios to teach us about the consequences of neglecting a bill. Dimeji, age 11.</p> <p>It made me learn new things that our parents use money for and how to be wise with money. Domas, age 10.</p> <p>It helps you learn from your mistakes. Zahra</p> <p>The game is very educational. Logan 11.</p> <p>It's helpful as it helps with Maths skills. Charlie, 11.</p> <p>I found the game very interesting. It's also very helpful as it involves real life situations. Kelly, 11.</p>
<p>Parent, Henry Jenner</p>	<p>video of parent testimonial</p>