

Game 6M6: Money

Strand: Measures

Strand Unit: Money

Curriculum Objectives Covered:

- Explore value for money
- Convert other currencies to euro and vice versa

Name: “Booking Flights”

Aim: To use the internet to find the best value flights available and convert price to euro.

Activity Area: IT suite/Classroom with computers

Duration: 20 minutes.

Linkage: Operations

Integraton: ICT

Resources:

- 1 computer per child/group (preferably one per child if available)
- Internet access
- 1 pencil and paper per child/group

Set Up:

1. Bring the children to the IT Suite/Computer area and allocate each child/group a computer. (One computer per child is preferable, but children can works in groups if necessary, depending on the number of computers available.)
2. Give each child/group a pencil and paper for rough work.

Start Playing:

1. The children have 10 minutes to go onto the internet, trying different airline and travel websites, to try to find the best value flights for 4 people flying from Glasgow to Dublin on 16th May and returning to Glasgow on 21st May.
2. Because the flights originate in Britain, the prices they find will be given in British Pounds Sterling. After finding their best value flights, the children will need to work out the cost in euro using the sample exchange rate of 1GBP = 1.21 Euro. Pencils and papers should be used to work out exchange rates, rather than currency converters or calculators on the internet.
3. When 10 minutes is up, the children each in turn call out the best price they found (in both sterling and euro) for the flights and show the internet page with this price to the class.
4. The child/children who managed to find the best value total price for the above flights are the winners.