ColourAcorn

Community Café Time and Money

Read the clocks. Count the pence. Plan a visit.



Suggested ages 7–9 · Four activities with adult support

4 activity pages · Adult guide · 3 separate answer pages

A Guide for Grown-ups

A pretend café for practising time and UK pence.

This mini pack joins two useful maths skills in one pretend setting. Children should already add and subtract within 50 and have met o’clock, quarter past, half past and quarter to. Read the questions aloud if needed. Use a movable teaching clock and paper counters beside the page. Ages are a guide; return to the worked example whenever helpful.

1. Read the café clocks

Page 3

Notice both hands. The short hand moves gradually towards the next hour; at quarter to it has not reached that hour yet. Accept words or a digital time.

2. Count the labelled coins

Page 4

Read the value inside each token and add it once. These are simplified value counters, not pictures for identifying real UK coins.

3. Work out an order

Page 5

Add the food prices first, then subtract the total from the payment. Check that cost plus change equals the amount paid.

4. Make a café plan

Page 6

Combine a quarter-hour time clue with a fixed budget. Several food and coin choices are correct; ask how each choice meets the printed rules.

Use short sessions and stop when the child needs a break. These pages are practice, not a test.

All times are in the morning. All values are UK pence, written p. Prices are fictional.

The approved bakery cover is an existing ColourAcorn illustration. Activity diagrams and questions are new.

Read the Café Clocks

The short thick hand shows hours. The long thin hand shows minutes.

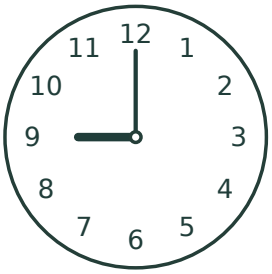


Example: 8:30, half past eight

The long hand points to 6. The short hand is halfway from 8 towards 9.

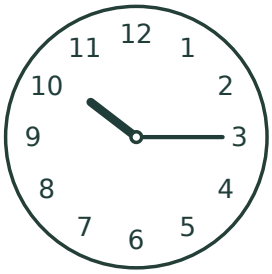
Write each time in words or digits. All times are in the morning.

1.



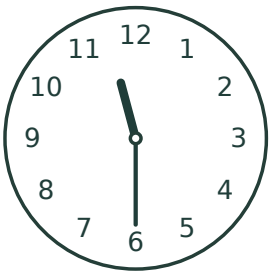
Time: _____

2.



Time: _____

3.



Time: _____

4.



Time: _____

Count the Café Coins

Simplified UK-value tokens: use their labels, not their size or shape.

Read the label on every token. Add each value once.

Example: 20p + 5p = 25p

1.



Total: _____ p

2.



Total: _____ p

3.



Total: _____ p

4.



Total: _____ p

These are value counters, not images for recognising real UK coins.

Take an Order and Give Change

Change is the part of the payment left after the cost.

Pretend menu: all prices are made up for this activity.

Bread roll	Bun	Apple
12p	18p	9p

Add the cost. Find the change. Check cost + change = paid.

1. One bread roll and one apple. Pay 50p.

Cost: _____ p Change: _____ p

Check: _____ p + _____ p = _____ p

2. Two buns. Pay 40p.

Cost: _____ p Change: _____ p

Check: _____ p + _____ p = _____ p

3. One bun and one bread roll. Pay 30p.

Cost: _____ p Change: _____ p

Check: _____ p + _____ p = _____ p

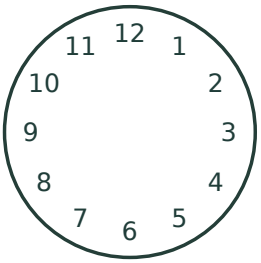
Plan a Visit to the Café

Use the timetable and menu. No real money or shopping is needed.

Morning timetable

9:00	Café opens
9:15	Music starts
9:30	Story starts
9:45	Tidy-up starts

1. Arrive 15 minutes before the story starts. Write your arrival time and draw both hands on the clock.



Arrival: _____

Bread roll	Bun	Apple
12p	18p	9p

2. Choose two different foods. Your budget is 30p.

My foods: _____

Cost: _____ p Change from 30p: _____ p

3. Use some of these coins to pay exactly 30p:



Circle your coins.

Check the total is 30p.