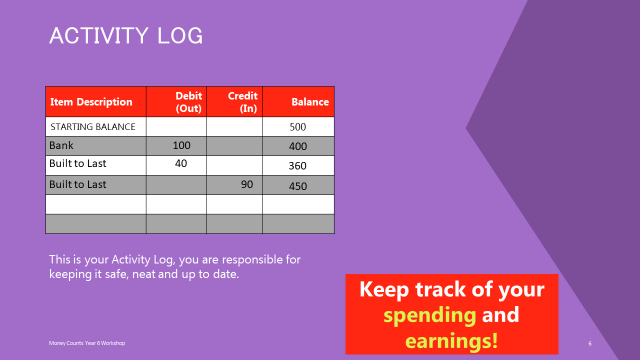
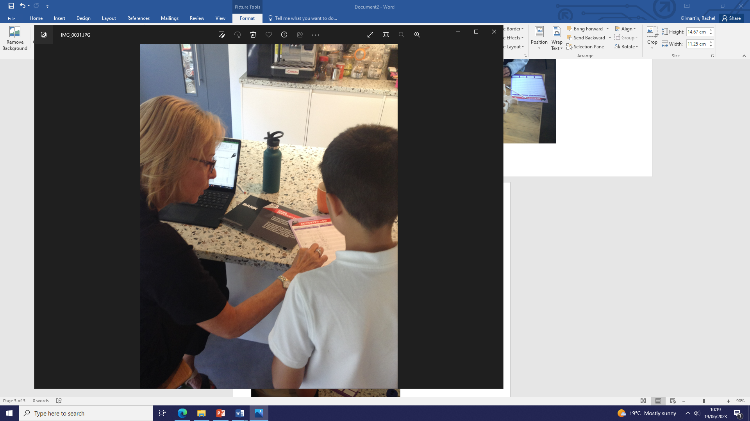
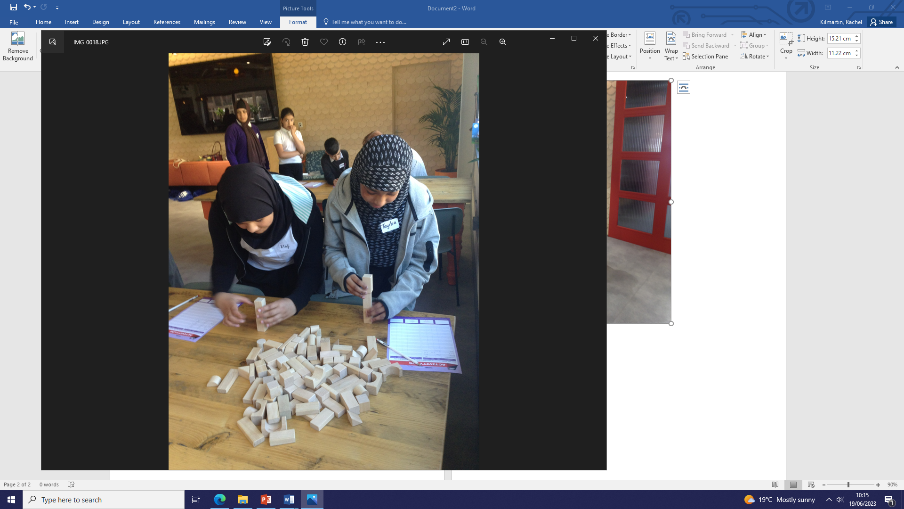
Year 6 RedSTART workshop

As part of Year 6’s RedSTART programme, the children visited Hoults Yard situated in Byker - Newcastle. The children worked alongside their class teachers and RedSTART facilitators to carry out a money matters workshop. Each child received 500 ‘RedSTART pounds’ and the aim of the session was to play a variety of games, enjoy the sessions whilst trying to make as much money as they could. The winner was the child, who at the end of the workshop, had made the most money.

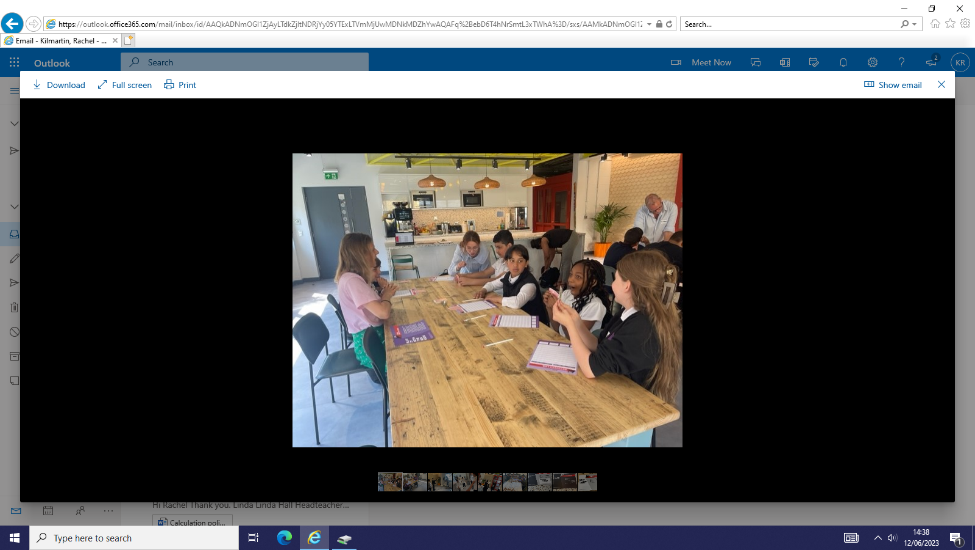
The children had an activity log to help keep track of their spending and earnings.

There were a variety of different stations such as:

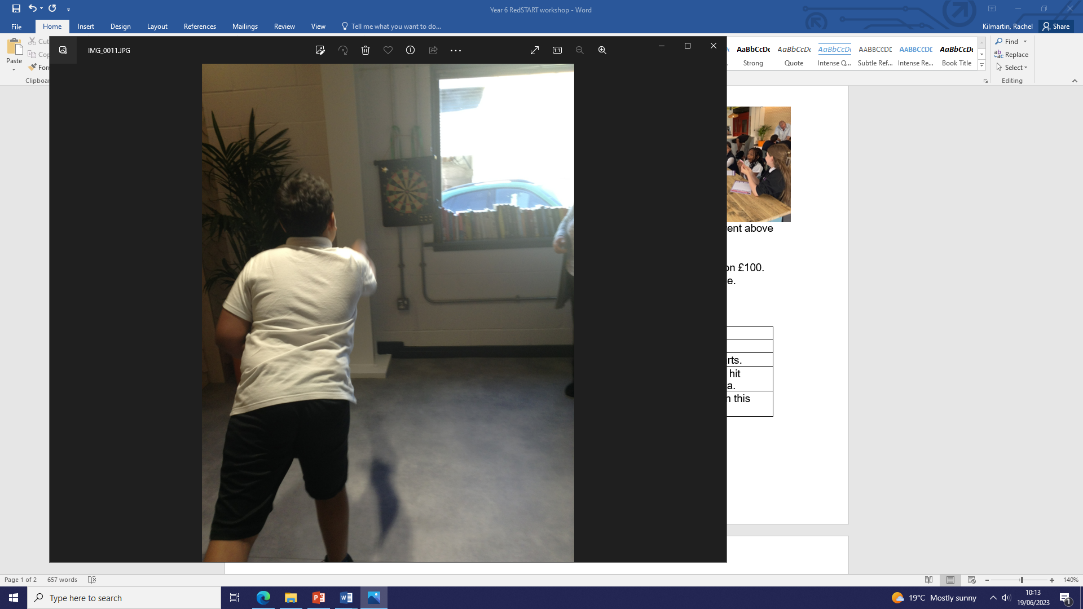
Bank – The children could invest any amount of money at any time during the first half of each session. 10% interest would be paid at the end of the session. The children’s money had to be in the bank at the end of the session to earn interest – if they took it out, they wouldn’t earn any interest!

Built to Last - **How high can you build a tower?**

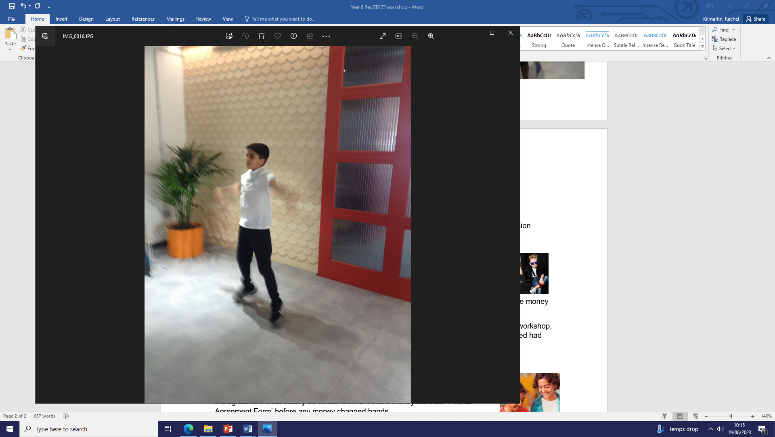
* This game cost £40 to play.
* Children could play up to 3 rounds each lasting 30 seconds.
* In each round, they could earn different returns for reaching certain heights with the building blocks.
* If the children achieved a height and earn return, they had the opportunity to choose to reinvest their initial stake plus their winnings and go onto the next round.
* However, if at any point they failed to complete a tower in the time limit, they would lose their money and had to pay another £40 to play again.

Play It With The Big Kids

* This game cost £50 to play and if they won then they got £100 back.
* The aim of the game was to get as close as possible to 25 without going above 25.
* The children were dealt two cards to start with.
* Picture cards counted as 10, an ace counted as 1 and everything else counted at its face value.
* The children could choose to take extra cards to get their total closer to 25. If they went above 25 though you would automatically lose the game.
* The dealer got to play three hands.
* If their children’s hand were closer to 25 than any of the dealer’s hands then they won £100.
* If any of the dealer’s hands were close or closer to 25 then the children lost the game.

Eye on The Prize

|  |  |
| --- | --- |
| Option 1 | Option 2 |
| * £20 to play | * £50 to play |
| * The children would get three darts. | * The children would get three darts. |
| * They needed to get the darts to hit any area of the dart board. | * They needed to get the darts to hit within the triple points circle area. |
| * The children won £10 per dart on the board. | * The children won £40 per dart in this area only. |

Earn It

**This game was free to play.**

* When the children completed 20 star jumps, they would earn £20.
* In this game, the children could play as many times as they liked in each game session

A picture containing person, outdoor, child, young

Description automatically generatedEasy Money

“If you want guaranteed free money, then look no further! If you give Rich Ricky £100, he will invest the money on your behalf and give you back double (that’s £200!!) at the end of the game.

All you need to do is write your name in the next empty box and then sit back and wait for the money to roll in.”

^ This station was set up to provide children with a fraudulent experience. At the end of the workshop, the children were played a voice note from Rich Ricky to inform them that any money invested had been lost.

A picture containing person, young, computer, child

Description automatically generatedWhat’s money between friends?

At this station, the children could borrow money from each other. The only rule was the agreement must clearly be written on the ‘What’s Money Between Friends Agreement Form’ before any money changed hands.

