

Unit Title: Using Money
Unit Level: Entry 3
Unit Credit Value: 2
GLH: 20
LASER Unit Code: WJF534
Ofqual Unit Code: M/504/3512

This unit has 5 learning outcomes.

LEARNING OUTCOMES		ASSESSMENT CRITERIA	
The learner will:		The learner can:	
1.	Understand practical problems or tasks involving money.	1.1	Outline problems to be tackled.
		1.2	Identify the information needed to solve the problems in 1.1.
		1.3	State how the problems will be tackled.
2.	Be able to make estimates of calculations involving money.	2.1	Round money to the nearest a) pound b) 10p.
		2.2	Estimate the total cost of a number of items.
		2.3	Estimate the change required when paying for goods by cash.
3.	Be able to use calculations to solve problems involving money.	3.1	In practical situations carry out calculations involving money including: a) addition b) subtraction.
		3.2	Check answers to calculations using a calculator.
4.	Be able to use a calculator when working with money.	4.1	Demonstrate how to input a range of sums of money into a calculator.
		4.2	Demonstrate how to add and subtract a range of sums of money with a calculator.
		4.3	Demonstrate ways to check answers.
5.	Be able to interpret the results of calculations involving money.	5.1	Show how the results of calculations involving money meet the purposes outlined in 1.1.

Assessment Guidance:

1.1 A minimum of two problems.

2.2 At least three items.

4.1 and 4.2 Range - this should include whole pounds e.g. £3, pence e.g. 64p and mixed values e.g. £4.87 to ensure learners are aware of the importance of the decimal point.

Additional Information:

NA