

## Outcomes for ATM

### **Key Concept 1: Uses money in the community**

- 1.1 Makes a purchase
- 1.2 Buys a meal within a budget
- 1.3 Buys a ticket for travel
- 1.4 Utilises services of a financial institution

### **Key Concept 2: Counts various amounts of money**

- 2.1 Selects individual notes and coins
- 2.2 Counts coins of the same value
- 2.3 Counts coin combinations of less than \$1
- 2.4 Counts coin combinations of more than \$1
- 2.5 Counts different coin combinations for \$1
- 2.6 Counts different note and coin combinations for \$10
- 2.7 Counts note and coin combinations of less than \$50
- 2.8 Counts available money

### **Key Concept 3: Demonstrates an understanding of the value of money**

- 3.1 Selects notes and coins of least and greatest value
- 3.2 Rounds decimal amounts
- 3.3 Selects items for purchase within a budget
- 3.4 Compares prices

### **Key Concept 4: Estimates and calculates using money**

- 4.1 Estimates the purchasing value of money
- 4.2 Determines the best buy
- 4.3 Calculates change
- 4.4 Calculates total cost
- 4.5 Solves problems using money

### **Key Concept 5: Reads and writes when using money**

- 5.1 Reads vocabulary associated with money
- 5.2 Reads decimal amounts of money
- 5.3 Writes decimal amounts of money
- 5.4 Writes a cheque
- 5.5 Reads a statement from a financial institution
- 5.6 Completes a deposit slip
- 5.7 Completes a withdrawal slip