

The seven weeks, week by week

Around two hours of active teacher-led time across seven weeks, excluding normal staff presence during the Spark we deliver. We deliver the opening Spark. Everything else arrives ready to use. A member of your staff stays in the room during the Spark under your normal arrangements: that is classroom supervision, not teacher-led delivery.



BEFORE Setup

Confirm the class and year group, access needs, room and a named contact. The class-level starting capture.

Administration, not lesson planning.

~10 min, once

WEEK 1 The Spark

We deliver it. A 60 to 75 minute core inside your slot of up to 90 minutes. Carpet or hall space, no desks. Routine, needs and wants, the three choices, the book, draw and choose. A member of your staff stays in the room and **plans and leads none of it.**

None. School staff present, Pocket Money Adventures leads

WEEK 2 Sidekick 1

One short session from the library of thirty. Pick it up and read it. Family Mission home. Two-minute check-in comes back as a written note.

~15 min

WEEK 3 Sidekick 2

Same shape. Family Mission home. Short daily Pulse moments in between.

~15 min

WEEK 4 Sidekick 3

Same shape. Family Mission home.

~15 min

WEEK 5 Sidekick 4

Same shape. Family Mission home. **Twenty-four cards stay unused and stay with you.**

~15 min

WEEK 6 Sidekick 5

Same shape, and the recall check begins. Family Mission home.

~15 min

WEEK 7 Sidekick 6 & report

The last session, the recall check completed, then your **School Delivery and Learning Report**, a certificate for the wall and one for every child.

~20 min

THE ROUTINE YOUR PUPILS LEARN

Tap. Tap. Pause.

Two taps on the wrist, then a pause. Then one question: **do I need it, do I want it, or does it depend?**

Then they give a reason. **The reason is the learning, not the answer.** Save some, spend some and share some if you can is what may follow a choice, not the routine itself.

Core participation does not depend on confident reading, writing or calculation. Alternative pause cues are available.

What you never have to do

- **Plan a lesson.** Every session arrives complete, with the script, the prompts and the resources
- Present anything in week one. We deliver it with you in the room
- Print, laminate, cut out or prepare
- Mark anything, or collect anything back from home
- Ask a child about money in their own home. Every situation belongs to a story character
- Ask the class publicly who took part. That identifies who did not

What you keep at the end

- Your **School Delivery and Learning Report**, written for your internal review and your governors
- A certificate for the classroom wall, and one for every child
- The **Sidekick reinforcement cards** and the classroom poster
- Two optional booster prompts, five minutes each
- Free continued-learning packs, sent by link and refreshed each term
- Your whole-class capture counts, and the school and child certificate templates

What if a week does not run?

It is recorded as not run and appears in your report as not run. **There is no required catch-up**, and the lesson stays with you to use later if it helps.

Is this a test the children sit?

No individual child sits a written test or receives a mark. Responses are recorded for the class as a whole, and **nothing that identifies a child leaves the classroom.**

What does the sponsor get?

Adult-facing acknowledgement in wording your school approves first, and a report of what was delivered. No contact with children, no promotion in the classroom, no access to families or their data.

Can we keep going afterwards?

The twenty-four unused cards, the poster and the free continued-learning packs remain yours to use across the term. **Any additional session we deliver is quoted separately.**