## TRAVELING WITH MATHS!

How to quickly calculate the currency exchange rate

There are countries in the world using a currency different from euro. To avoid nasty surprises in the bank account, let's learn how to estimate some prices by changing the currency.
In 2023 technology helps us on different fields; there are many apps developed for calculate in very short time the currency exchange, but we have to remember that our brain can do it by itself, needing more time for sure and the support of a calculator.
In this situation we will see the very simple mechanism to get the right currency just knowing its value, using some critical approach and discovering a few methods to do an estimate of the amount.

## Overview "TRAVELING WITH MATH"



## Main information

| Content | Natural numbers <br> Decimal numbers <br> Multiplication and division |
| :--- | :--- |
| Target group | Adults and young adults <br> Learners <br> recognize and understand simple, common <br> quantitative representations and use the informa4on <br> to make decisions <br> cope with one-step, simple operations such as <br> counting, performing basic arithmetic operations to <br> cope with everyday situations <br> curious to other culture and fascinated by travel |
| Learning intention | Numeracy for personal and private purposes |
| Duration | 3UE + |
| Material and resources | Table (some value currency), and picture cards |
| Group size | If you have the chance of travel around the world, and <br> from 50 learners/ small group work: 2 learners |
| Problem statement | value from our well-known euro. Also, the the cost life <br> could be different from our, so to avoid unpleasant <br> situations and excessive spending it is important to <br> know how to calculate the exchange value. |
| Learning outcomes and results | Learners will understand how to calculate the the the <br> exchange value, knowing when they have to <br> multiplicate or divide the numbers in order to get the <br> right results. <br> Learners also get used to do that calculation with a <br> critical approach that is important to analyze the <br> results, especially when using the calculator or when <br> someone else give them the final value. <br> If there are learners with good ability on mind <br> calculation, the activity could be integrated with some <br> tricks to do some approximation of the value. |
| Qualification Frame |  |

## Working plan

| Time (lessons) | Description of content/activities | Material | Methodical and didactic information ${ }^{1}$ |
| :---: | :---: | :---: | :---: |
| 60' | 1.Discover and Analyze: <br> Using a table created by the teacher with the main currencies chosen, the various exchange rates are observed; this is followed by an activity to analyze and evaluate the relationships between the numbers (when is the euro worth less/more than the other currency? what do we expect to get from the exchange rate? a higher or lower number?) <br> The learners work in pairs. | Table with some currencies appendix 1) | Questioning <br> Collaborative learning |
| $60^{\prime}$ | 2. Calculate the exchange: <br> The teacher gives a brief explanation of what calculations need to be done to switch from the euro to a different currency and vice versa. <br> Then learners will work independently on some proposed exercises, again using the table with the various exchange rates as support. | Table <br> Exercises developed by the teacher | Explicite teaching, <br> Hand on learning |
| $45^{\prime}$ | 3. Checking: <br> In pairs learners will do a control activity using cards prepared by the teacher. <br> This activity does not require calculation, but they will simply take turns asking each other if the card presented by their partner reports a consistent exchange value or if they are facing a "catch." | Cards (see appendix 2) | Metacognitive strategies, <br> Feedback |

[^0]$\left.\begin{array}{|l|l|l|l|}\hline 60^{\prime} & \begin{array}{l}\text { [4.eventually. Tricks to do } \\ \text { approximation]: } \\ \begin{array}{l}\text { Depending on the learners' level/skill in } \\ \text { mental calculation, the teacher can } \\ \text { present some tricks to mentally reach an } \\ \text { estimate of the changed currency. }\end{array} \\ \begin{array}{l}\text { (A couple of cases will be given in the } \\ \text { appendix) }\end{array}\end{array} \begin{array}{l}\text { Material developed by } \\ \text { the teacher (see } \\ \text { appendix 3) }\end{array} & \text { Explicite teaching, } \\ \text { Metacognitive } \\ \text { strategies }\end{array}\right]$

## Appendix 1

## 1. Discover and Analyze

Example of a table with some currencies :
(of course, exchange rates are constantly changing, and it is important to remind learners of this, so they do not have to learn the rates by memory, but simply understand and use the calculation

mechanism)

EUR

| 1,0991 | 1 | 0,8605 | 156,03 | 0,9824 | 1,4464 | 1,6202 | 1,7700 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## Appendix 2

## 3. Checking:

## Some examples of cards for the game

(the learners will check the information written on the cards using exchange rates given by the teacher)


Se cambi 2000\$ (USD) al tasso
1,18 ottieni
1200 €

## 1500 €

 corrispondo no a $3000 £$ (GBP)
## Appendix 3

## 4. Some tricks to do approximation

The following are just some suggestion/examples of "math tricks" to mentally reach an estimation of changed currency:

- STERLINE - EURO: exchange rate 0.89 to 1. The difference between the values is close to 10 percent in favor of the pound, so just add a tenth to the price reported with the British currency
- BATH - EURO: exchange rate 38 to 1 . To approximate it may be easier to divide the price by 50. The same result can be more easily achieved by first dividing the figure by 100 and then multiplying by 2. This method provides a simple approximation in the absence of a calculator.


[^0]:    ${ }^{1}$ for description and explanation of kinds of tasks, HITs and other background information please consult the teachers' guide

