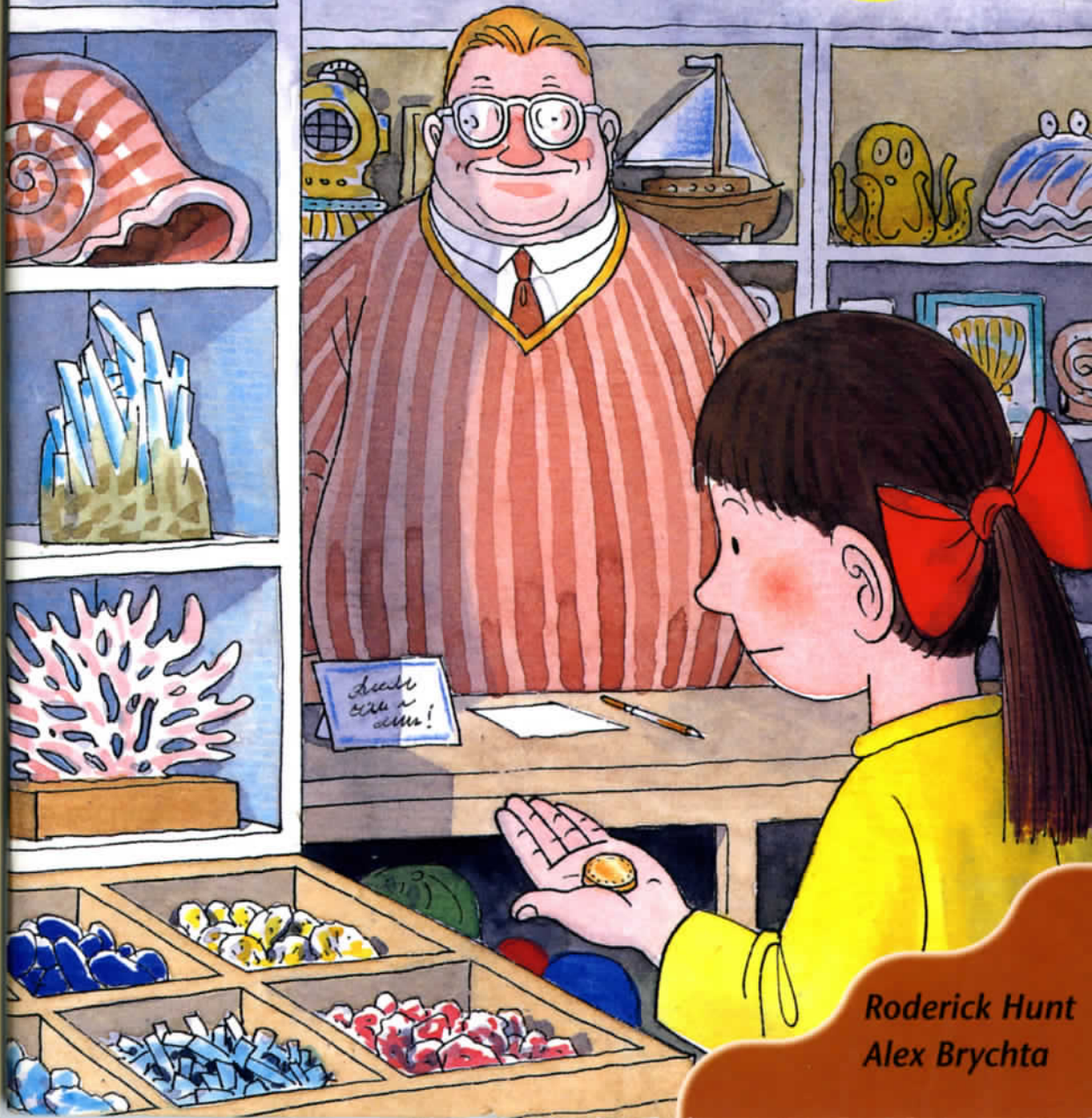




Oxford
Reading
Tree

Pocket Money



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Alex Brychta

What's this story about?

While on holiday, Dad decides that the children can do jobs to earn extra pocket money. Biff wants to buy a fossil, so she decides to do everyone's jobs to earn more, but the plan doesn't quite work out as expected.

Talk together

Talk about things the children like to spend money on. Look at the picture on the cover. Ask, "What do you think Biff wants to buy?" and "What would you buy?"

Read the story

W = Word recognition **C** = Language comprehension

- Listen to children read aloud. Praise them for changing expression when someone is speaking.
- C** Page 3, ask, "Why do you think it is called a pocket money chart?"
- C** Page 5, ask, "Why did Mum like the idea of a chart?"
- W** Page 7, find the word 'spiral' and ask the children what it means. Can they name some other things that have a spiral shape?
- C** Page 17, ask, "Why do you think the dinghy was tied up?"
- C** Page 29, ask, "Why didn't Biff take the money?"



Dad wanted a meeting. "I have had a good idea," he said.

Chip groaned. "I don't like the sound of this," he said.

Dad had a big piece of paper.

"I don't like the look of it, either," said Biff.



"It's no fun on holiday," went on Dad, "if Mum and I do all the work."

"That's true," said Mum. "There are still lots of jobs to be done."

"This is where my idea comes in," said Dad. "This is the pocket money chart."



Biff, Chip and Kipper looked at the chart. It had their names on it next to a list of jobs.

“The idea is that everyone has to help!” said Dad. “It’s brilliant!”

“But why is it called a pocket money chart?” asked Kipper.



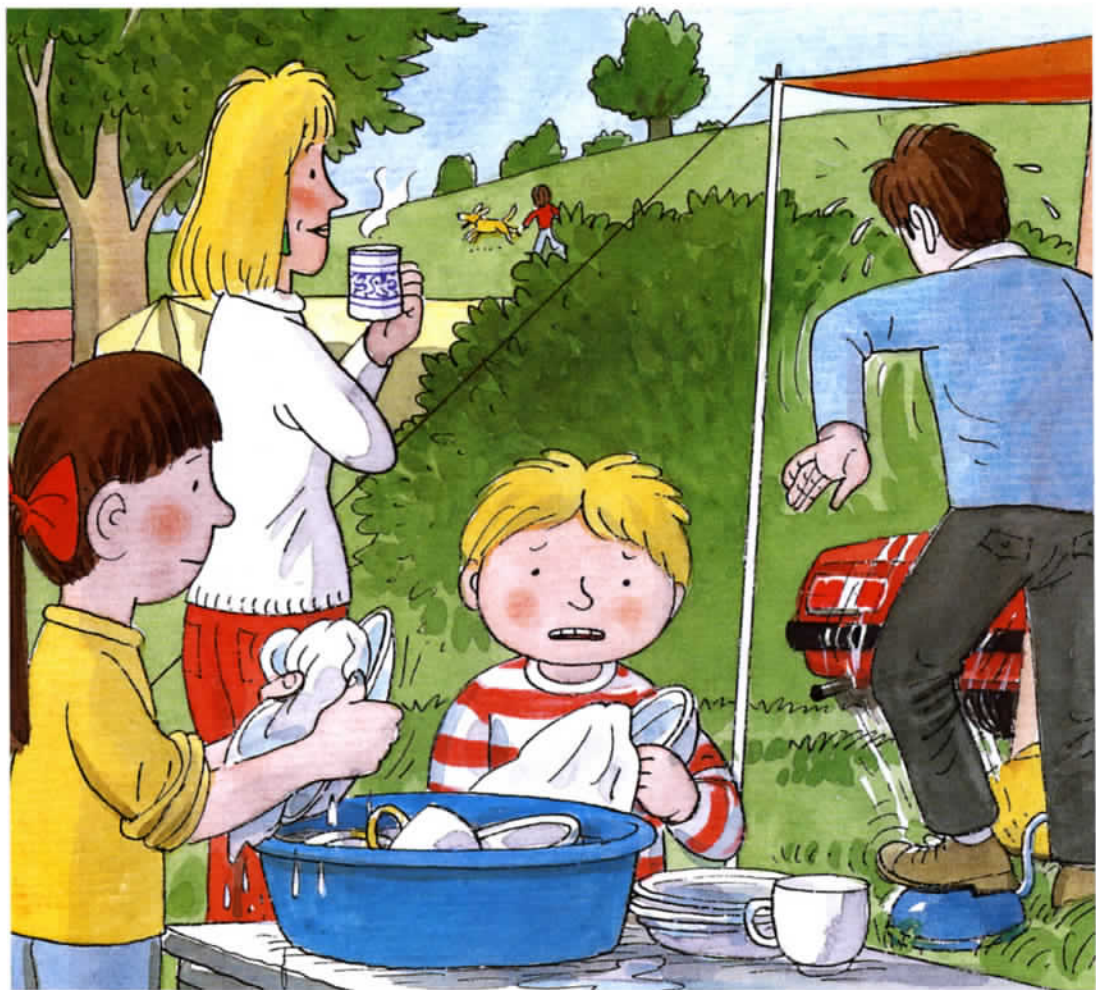
Dad tapped the chart.

"If you do the jobs without a fuss," he said,
"you get extra pocket money."

Mum liked the idea.

"You need extra pocket money on holiday,"
she said.

"I suppose so," said Biff.



So Biff washed up and Kipper dried. Chip took Floppy for a walk. Dad blew up the beds with a pump.

"I *like* the idea of this pocket money chart," said Mum.

"I don't," said Kipper.



The next day they went to the beach. It was cold and windy so nobody wanted to sit on the sand. Mum and Kipper played with Floppy. He chased a ball into the sea. Biff, Chip and Dad went to look for shells.



Biff looked along the beach for shells. She picked up a strange-looking rock.

“Look at this,” she called. “It’s a rock with a spiral pattern in it.”
She showed it to Chip.

“It looks like a shell made of rock,” he said.

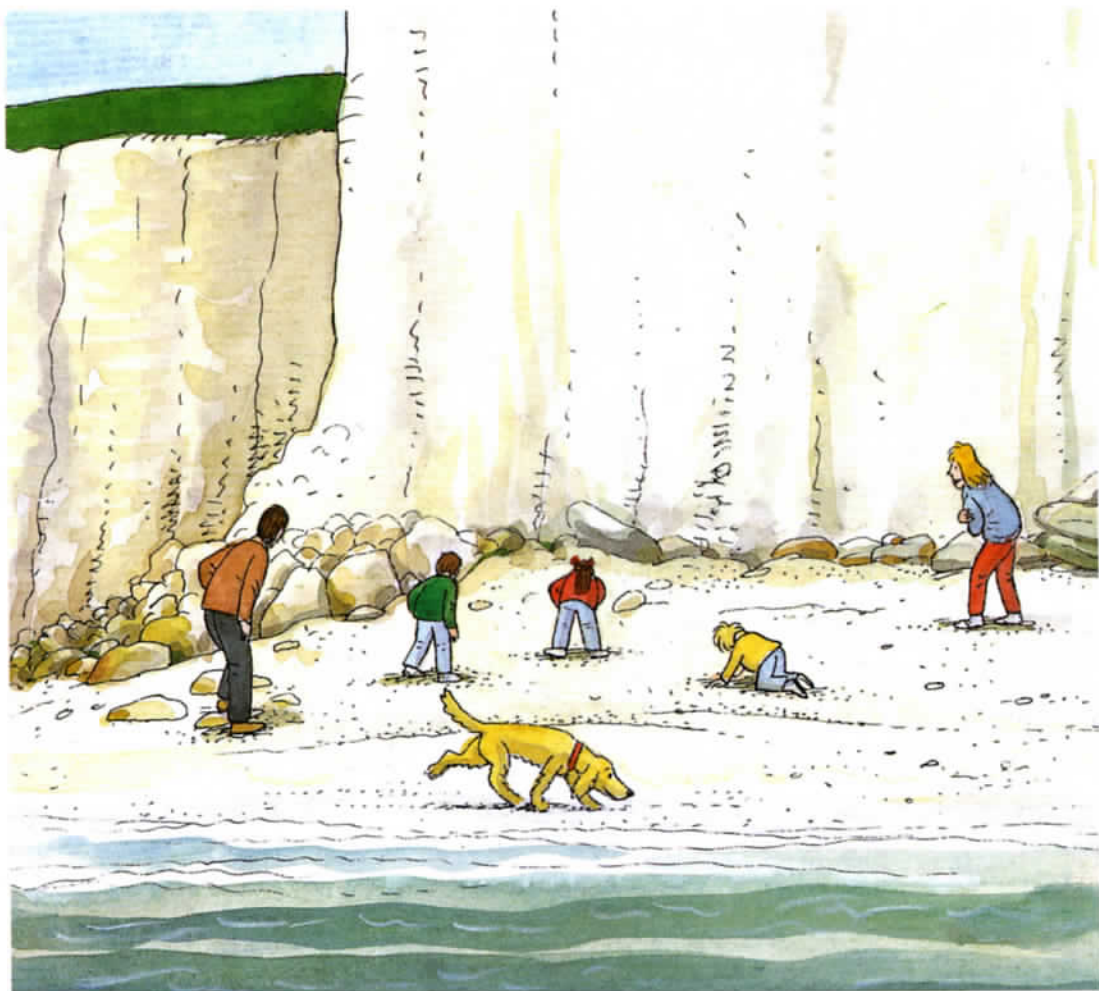


“You’ve found a fossil,” said Dad. “Once it was a shellfish. Now it has turned into a rock.”

They showed it to Mum.

“It’s millions of years old,” she said.

“Millions of years!” said Biff. “That’s amazing.”

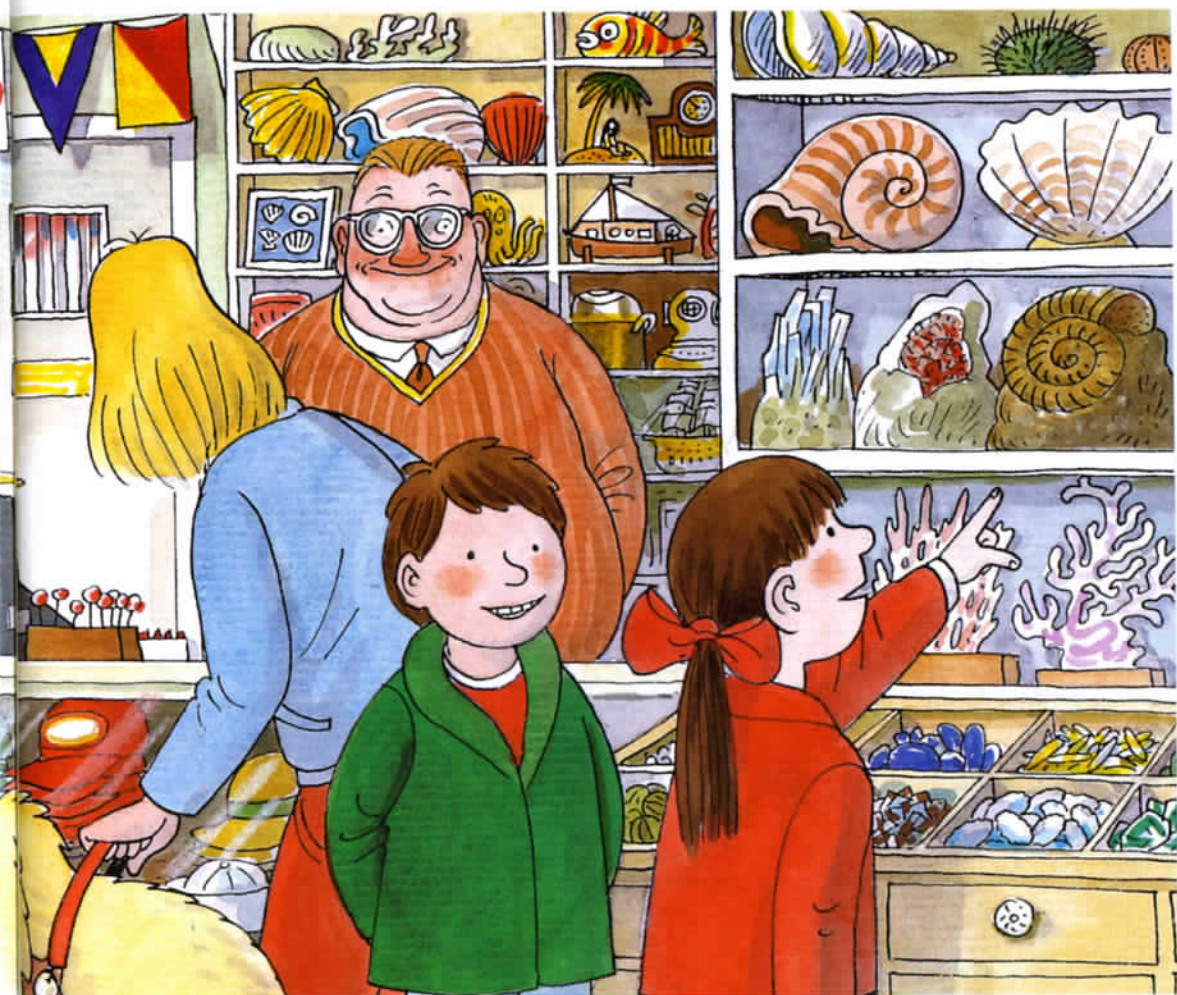


They all began to look for fossils. Chip found a broken one. Biff liked looking for fossils. She wanted to find a really good one.

"It's time for supper," said Mum. "Come on! Let's go back to the campsite."



On the way back they stopped at a shop. Biff, Chip and Kipper had time to look round. The shop sold all kinds of things. It sold shells and beach toys. Kipper wanted to buy a boat. "I haven't got enough pocket money," he said.



Biff saw some fossils for sale.

"This one is amazing," she said. "But it's very expensive."

"Well, it *is* millions of years old," said Chip.

"I'll need the extra pocket money to afford this," said Biff.



Back at the camp, Biff had an idea.

"I'll do everyone's jobs," she thought. "I can get *all* the extra pocket money."

She told Chip she would wash *and* dry the dishes.

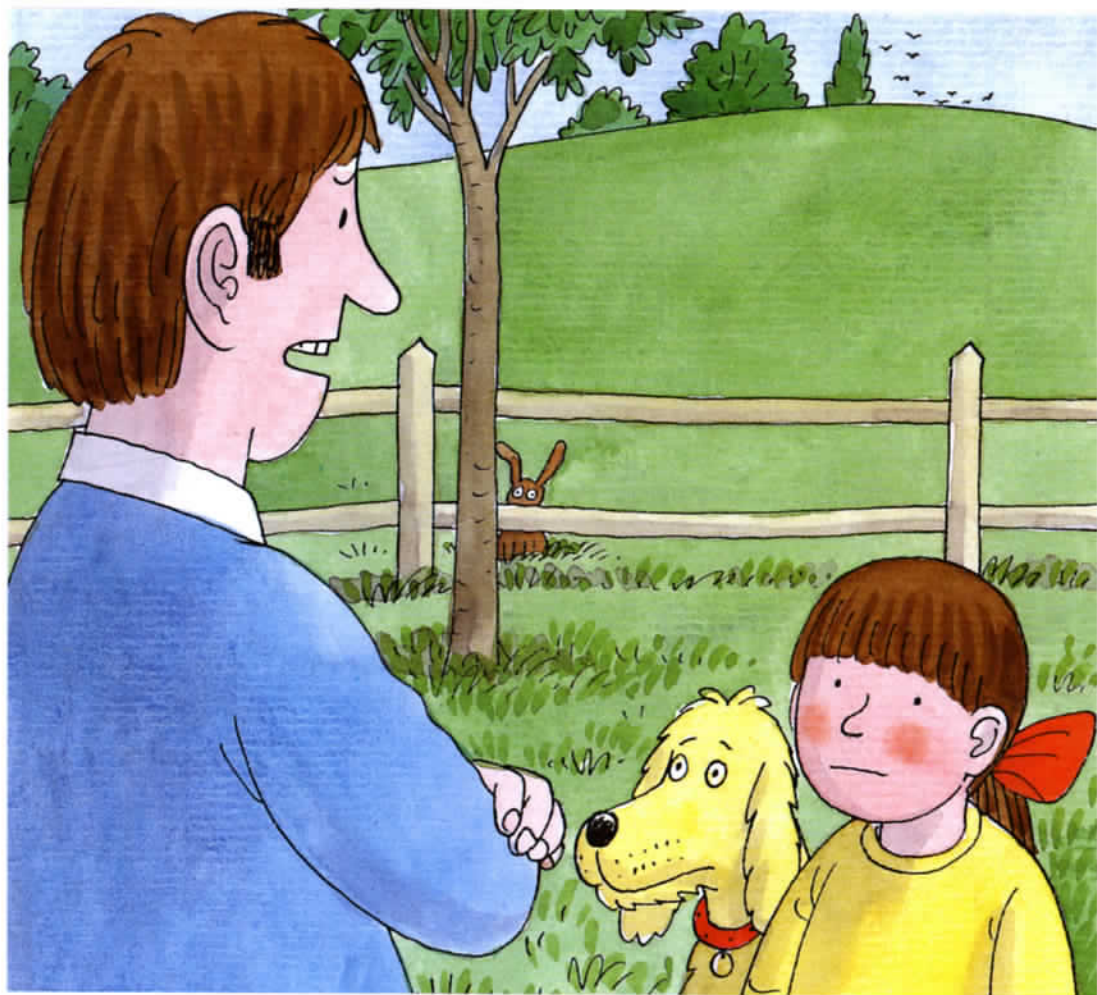
"Good," said Chip. "I hate drying up."



Kipper had to take Floppy for a walk round the field. He had to keep Floppy on a lead.

"I'll take him if you like," Biff said to Kipper. Kipper was pleased.

"That's good. I *hate* that job," he said.



Dad saw Biff taking Floppy for his walk.

"What's she up to?" he wondered.

When Biff came back, he asked her why she was doing everyone's jobs. Biff went red.

"I want to earn *all* the extra pocket money," she said.



"I'm sorry, Biff," said Dad. "I'm afraid you can't. You *all* have to do the jobs – not just you."

"But Chip and Kipper don't mind," said Biff.

"That's not the point," said Dad. "The idea is that we share the jobs."

"But I worked hard," said Biff.



Biff was still upset when they went to the beach the next day.

"It's just not fair," she said. "I did extra jobs, but I still won't get any more money."

"Come on, Biff," called Dad. "It's such a lovely day to play in the sea."

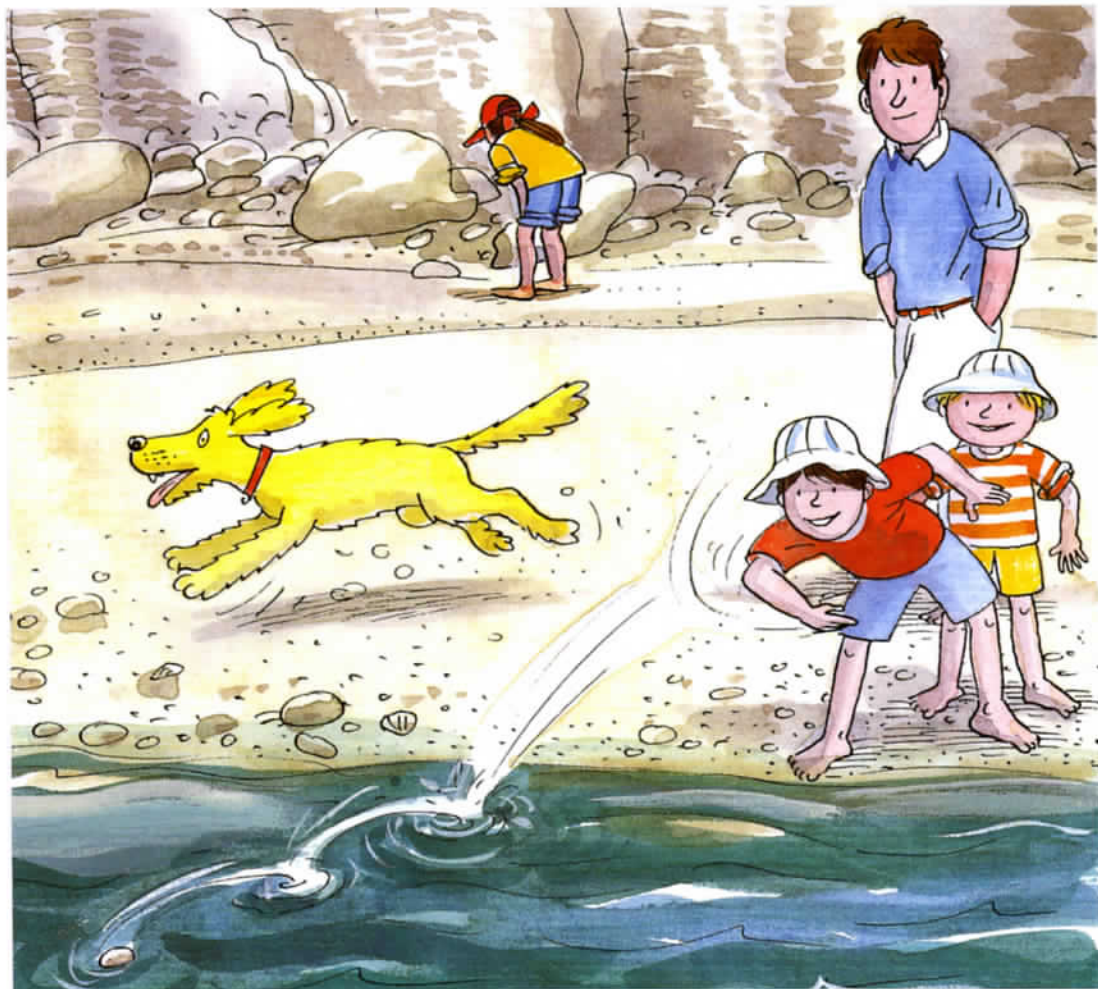


Biff, Chip and Kipper played in the sea. They had a little plastic dinghy and they took turns to sit in it.

“It’s my turn,” called Biff.

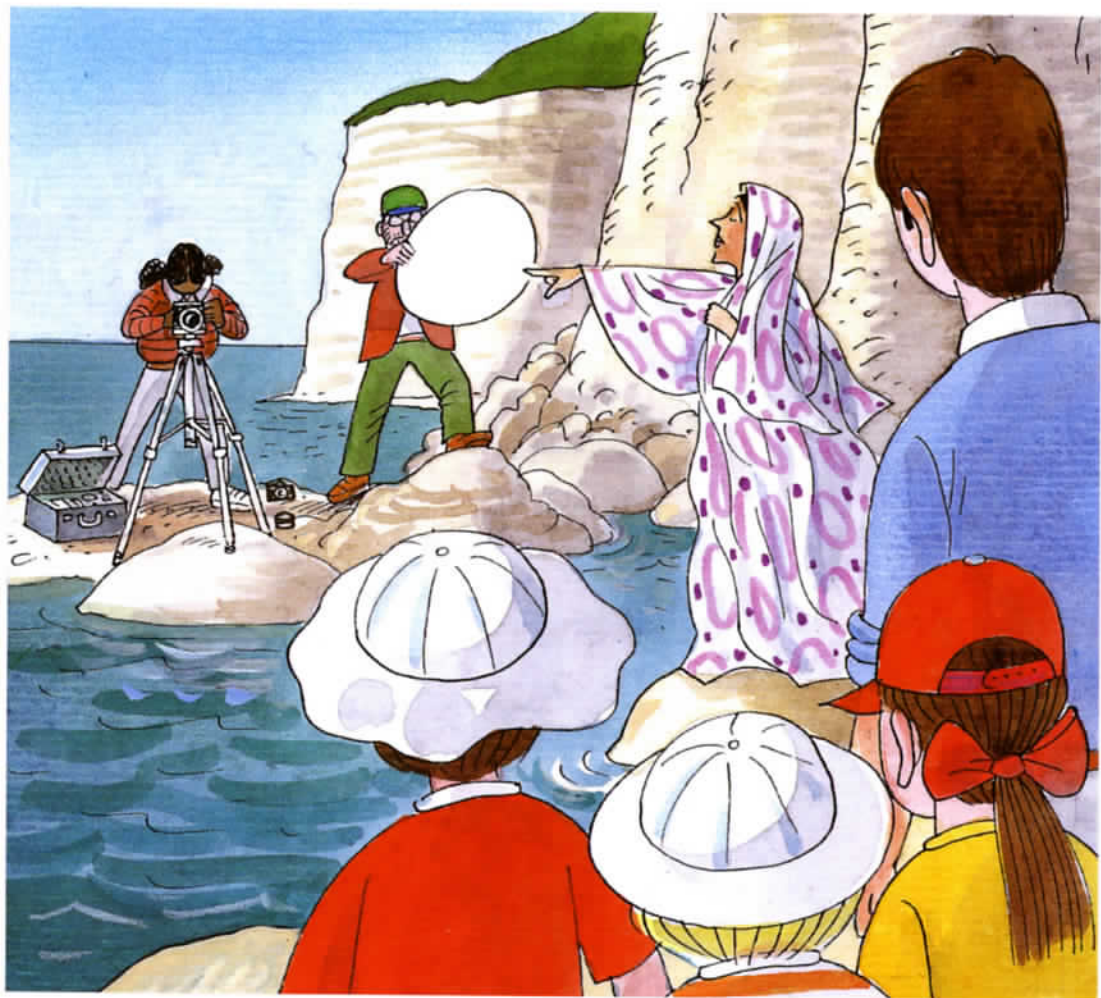
“No! I’m not getting out,” said Kipper.

“Then we’ll tip you out,” laughed Chip.



They all felt cold after they had been in the sea. Dad took them for a walk along the beach. Mum stayed behind. Biff began to look for fossils.

“If I can’t buy one, maybe I can find a really good one,” she thought.



They came to a little rocky cove. Some people were in the cove. A camera team was doing a fashion shoot.

“I bet the girl is a model,” said Chip. “They are taking photos for a magazine.”

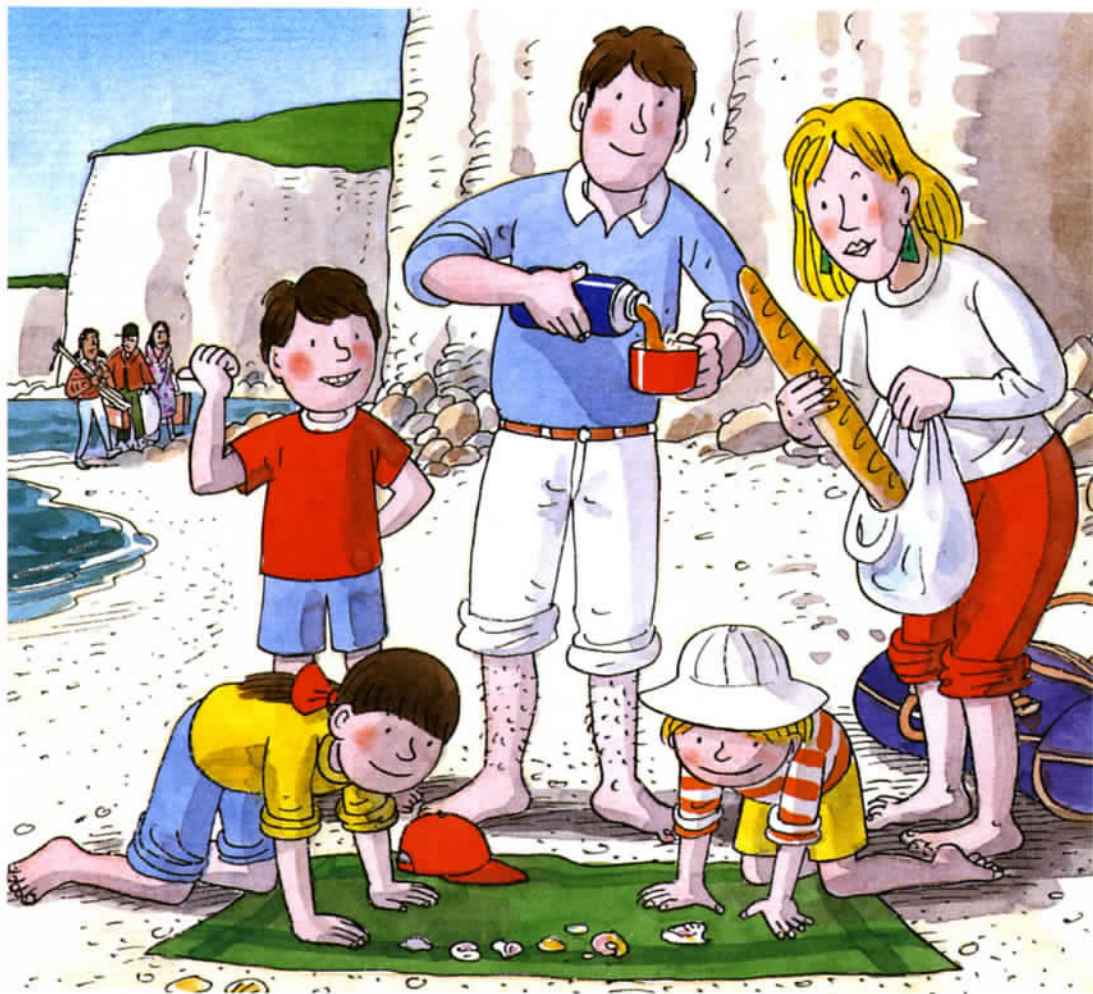


The girl smiled at them.

"I'd hate to be a model," said Biff. "All you do is stand around for ages."

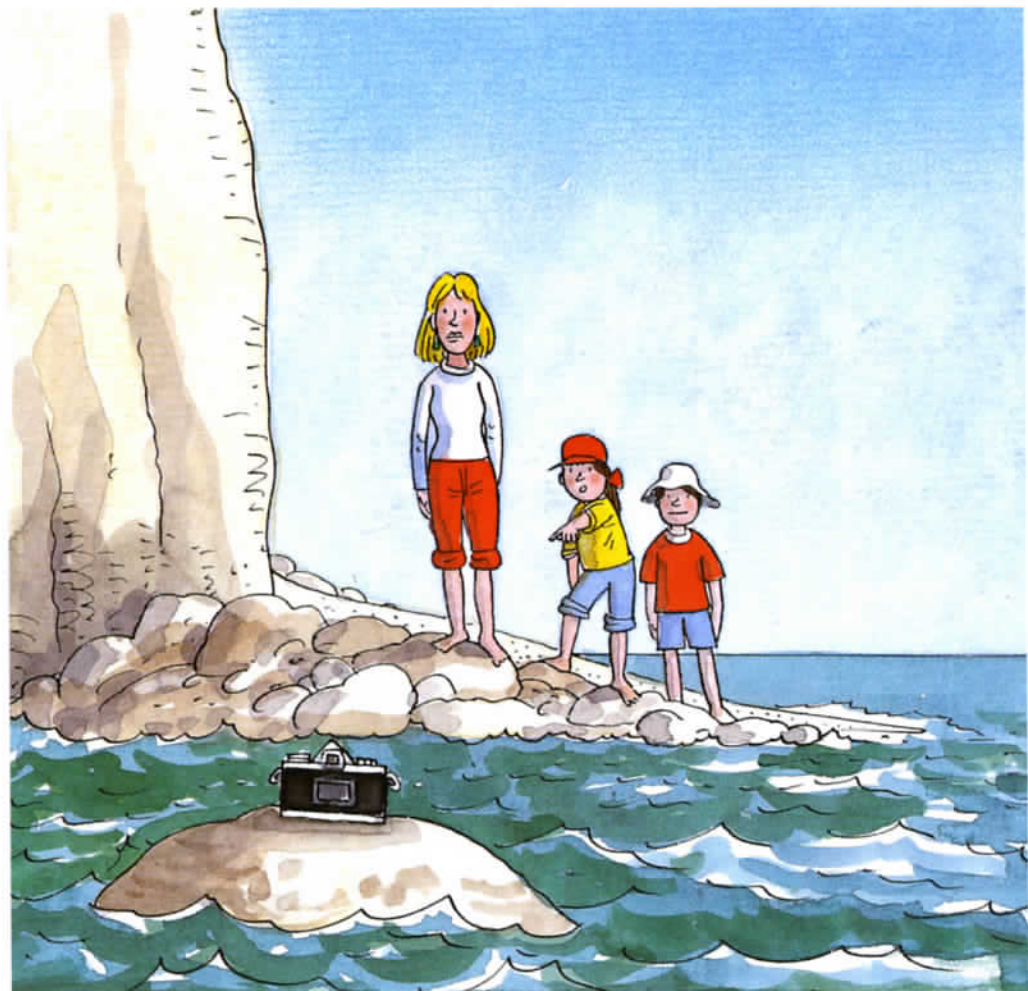
"Just look at those cameras," said Chip.

"Come on," said Kipper. "We're looking for fossils, remember?"

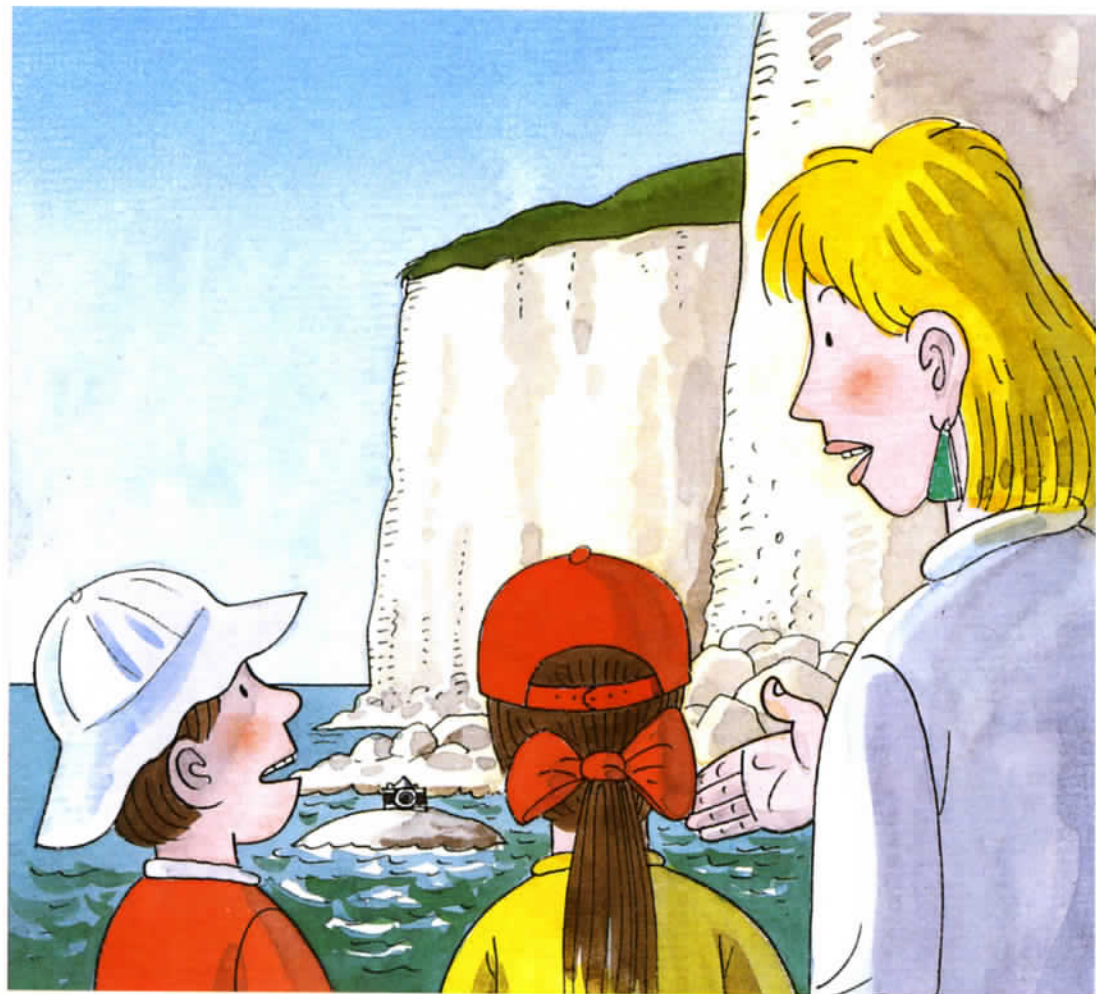


They walked a long way, but they didn't find any good fossils. It was time for lunch so they went back to find Mum.

"We saw those people taking photographs," said Chip.



After lunch Biff and Chip went with Mum to the little rocky cove. The tide was coming in again and the cove was filling with water. Biff pointed to something on a rock. It was a camera.



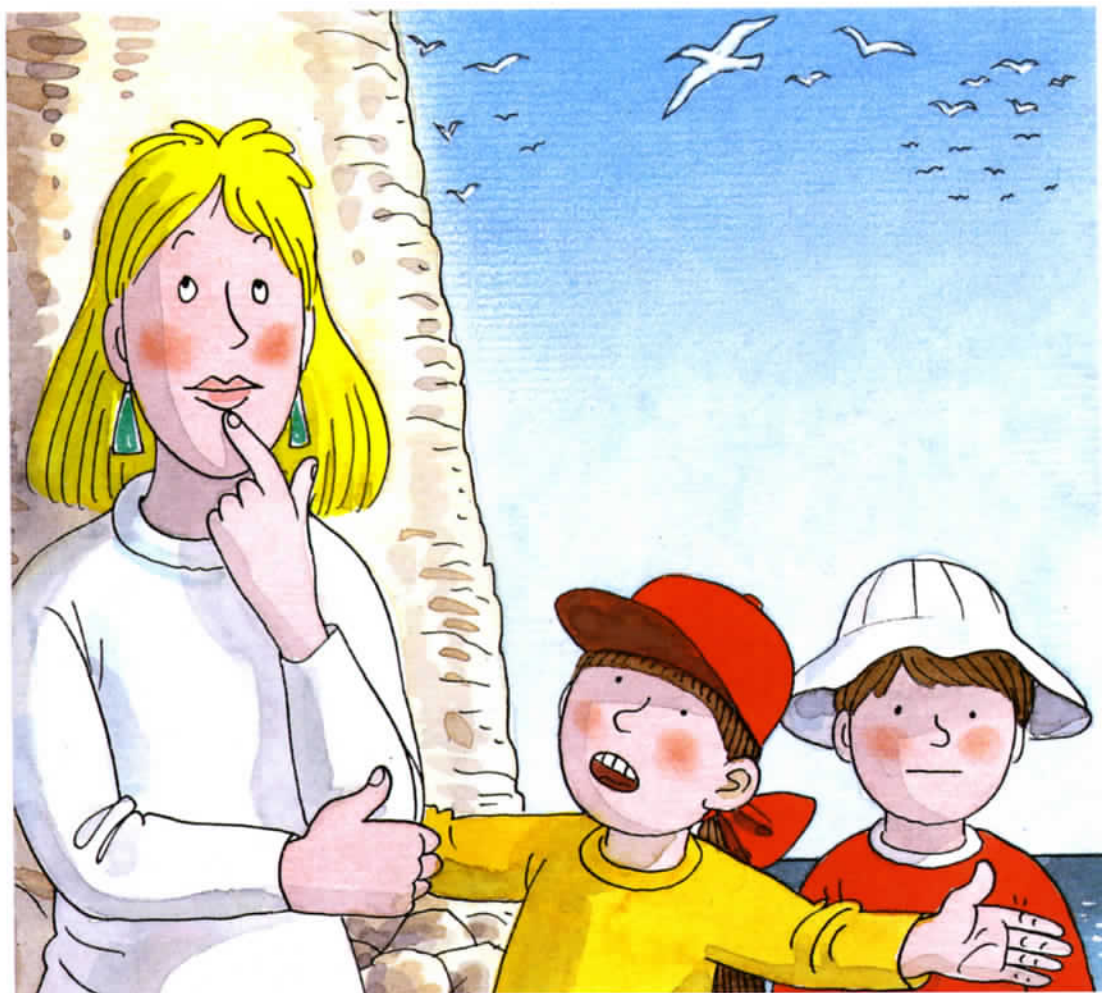
“The photographers must have left it behind,” she said.

“It will soon be under water,” said Mum.

“You could swim across and get it,” said Chip.

“But I’m not a very good swimmer,” said Mum.

“I might drop it.”



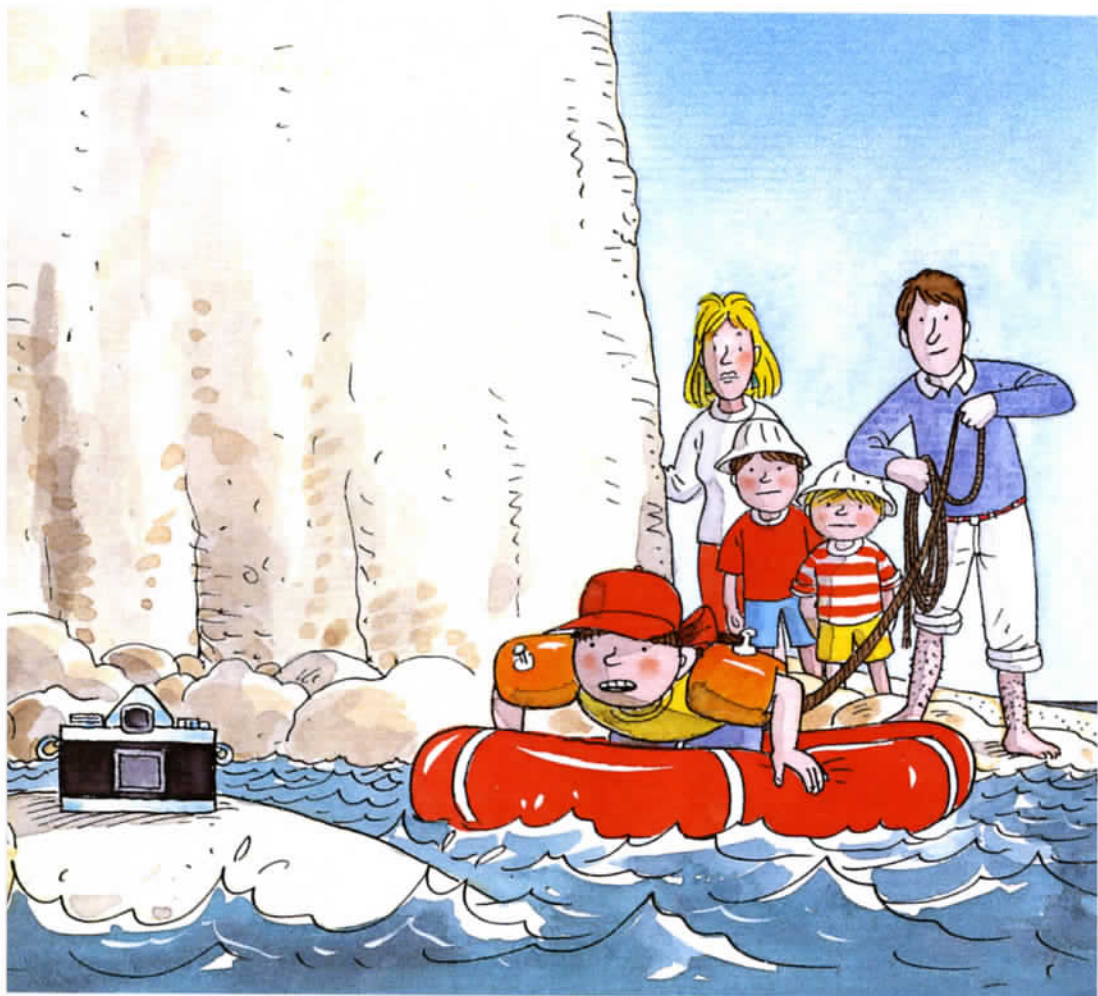
Biff had an idea.

“The dinghy has a long rope. I could paddle across quite safely,” she said.

Mum thought about this.

“Well, go and see what Dad thinks,” she said.

“But hurry up,” said Chip, “or it will be too late.”



Biff ran to ask Dad. When he saw the camera he agreed to let Biff rescue it in the dinghy.

“Just be careful, Biff,” called Mum.

“It’s all right,” said Biff, “but look at the camera. It’s going to be under water any second.”



Biff got to the camera just in time. She put it in a plastic bag and Dad pulled the dinghy safely back.

"Hooray," said Kipper. "The camera is safe."

"Biff to the rescue!" laughed Biff.

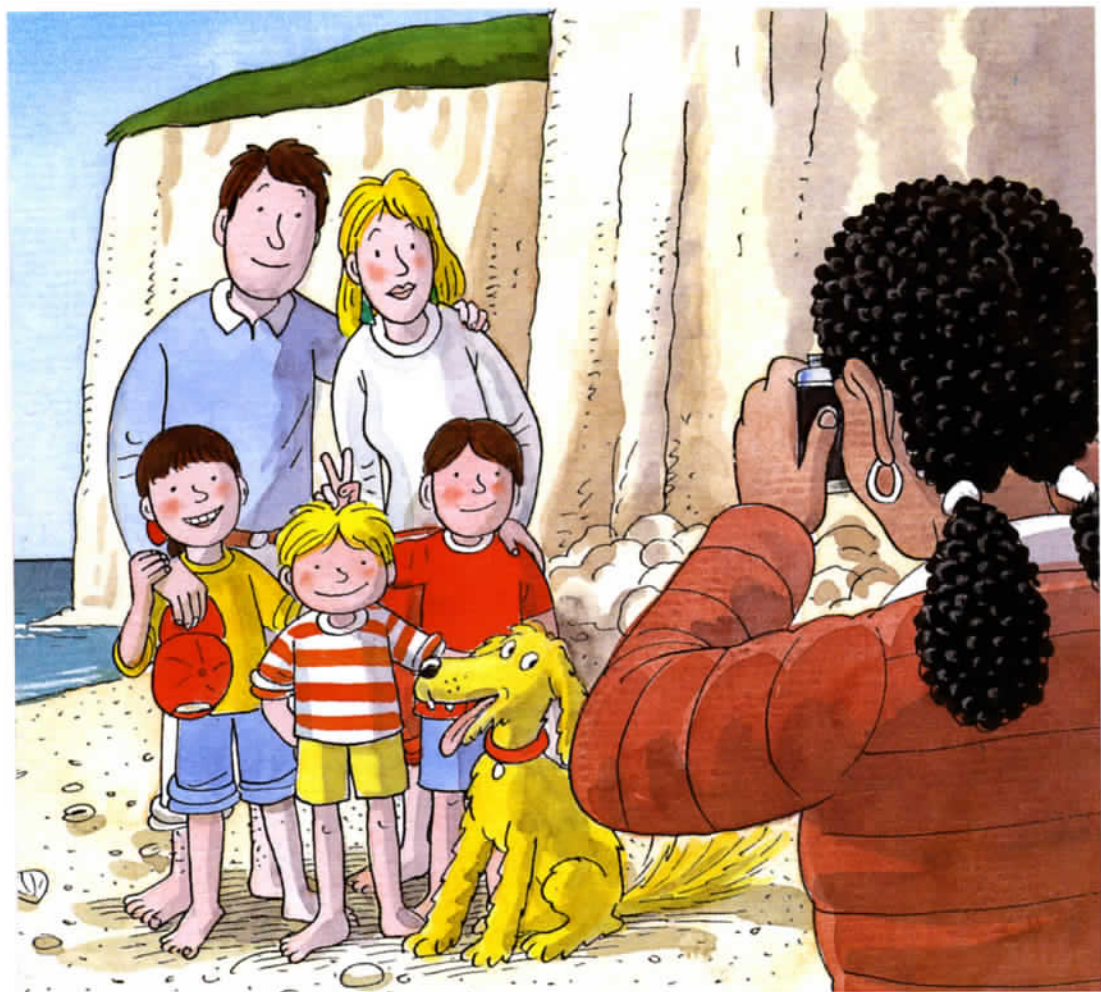


At that moment, the photographer ran up.

“Have you seen a camera?” she gasped. “I left one behind in the cove.”

Biff held up the plastic bag.

“Here it is,” she said. “I’ve just rescued it in the dinghy.”



The photographer was pleased.

"Cameras like these are expensive," she said.

"I'm so glad to get it back."

She took a photograph of everyone to say thank you.

"Will we be in a magazine?" asked Kipper.



Then the photographer wanted to give Biff some money.

“It’s a reward for saving my camera,” she said. Biff said she couldn’t take the money.

“I’m just pleased you got your camera back safely,” she said.



Kipper was cross with Biff.

"Why didn't you take that money?" he asked.

"I would have."

Chip looked thoughtful.

"I'm not sure what I would have done," he said.



Dad smiled at Biff.

"I'm very proud of you, Biff," he said.

"I think you were right not to take the money," agreed Mum. "If you do someone a good turn, you shouldn't expect to get a reward."



The next day, Dad gave Biff, Chip and Kipper some extra pocket money.

“May we do what we like with it?” asked Chip.

“Of course you can,” said Dad.

“Then we’ll give it to Biff,” said Kipper.

So Biff bought the fossil she wanted so badly.

Play a game

Asking why

To help understand why things happen in stories.

- Choose any page and ask a 'why' question, e.g. on page 3 you could ask, "Why did Dad have a chart?"
- Let children ask you a 'why' question.
- Have two or three turns each.

Other ideas

You can use these ideas straight away, or on another day.

- Talk about the dangers at the seaside and what you can do to be safe. Look through the book and talk about the safety measures the family took.
- Find out more about fossils from reference books or the Internet.

Pocket Money

The family are on a camping holiday. Will Dad's plan to get everyone to share the jobs work? Or will things go wrong?



Stage 8 More Stories A
Recommended order of reading:

Pocket Money
The Evil Genie
Save Floppy!

What Was It Like?
Flood!
Egyptian Adventure

Available in packs

Stage 8 More Stories Pack A (one of each title) ISBN 978-0-19-846613-0

Stage 8 More Stories Class Pack A (six of each title) ISBN 978-0-19-846614-7

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