

CURRICULUM-CONNECTED, NOT ENDORSED

Curriculum Concept Map

A planning aid showing how Peblet World's visible play connects with consumer and financial literacy concepts across Years 2-6.

Use this map to plan a conversation or extension task. It is not an ACARA assessment or proof of curriculum achievement.

Stage 1 - Peblet Village

Experience	Concepts practised	Possible teacher question
Bank teller	Recognising Australian denominations; combining values; exact totals; checking accuracy.	Can you make the same amount another way?
Cents Skills	Equivalence between cents and dollars; mixed money reasoning; selecting a rational answer.	How do you know the two amounts are equal?
Cafe	Prices, total cost, payment, change, affordability and following a budget.	What will be left after the customer pays?
Post Office	Comparing cost, time and purpose; selecting value rather than always choosing fastest or cheapest.	Which option fits the customer's reason?
Payday	Allocating income between current spending and a future goal.	Why did you put that amount into Save?
Pet goal and care	Saving over time; ongoing needs; unexpected replacement costs; choosing the payment account.	Is this a need, a want, or both?
Peblet House	Purchasing from a limited Spend balance; prioritising and delaying choices.	What did you decide not to buy yet?

Suggested starting points

Year band	Use the experience to focus on
Year 2 support	Recognising notes and coins, counting familiar totals, making one clear Spend or Save choice.
Years 3-5 core	Equivalent combinations, change, budgets, saving goals, needs, wants and trade-offs.
Year 6 extension	Larger totals, multi-step reasoning, percentage interest, cost, revenue and profit.

DEEPER FINANCIAL REASONING

Stage 2 - Sky Isles

The second world adds more planning, uncertainty and enterprise decisions after children complete the Village milestones.

Experience	New or extended concept	Evidence to listen for
Cloudberry Farm	Input cost, output, revenue and profit; selecting an efficient combination of seed packs.	The child explains why a choice earns more than it costs.
Wind Workshop	Combining parts to meet a target while noticing the total cost.	The child compares two workable combinations.
Weather Pools	Meeting a trip need while keeping contingency money safe.	The child identifies the need and checks the amount remaining.
Sky Ferry Project	Planning contributions towards a longer project and revising a plan.	The child can explain what is funded now and what must wait.
Sky Ferry Routes	Route choices, trade-offs, risk and value over a sequence of decisions.	The child considers more than one consequence.
Savings interest	A simple 10 percent game reward for reaching a savings threshold.	The child distinguishes earned interest from wages and spending.

Curriculum connection

Pebblet World supports classroom discussion around money, consumer choices, financial goals, digital and economic contexts, and mathematical reasoning. The game is best used as one learning experience alongside teacher explanation, real-life examples and age-appropriate reflection.

Official Australian Curriculum consumer and financial literacy connection:

<https://www.australiancurriculum.edu.au/curriculum-information/understand-this-curriculum-connection/consumer-and-financial-literacy>

Planning disclaimer

This document describes design intent and observable game actions. It does not claim alignment to every state syllabus outcome, does not replace teacher judgement and does not establish learning gain. Pebblet World is independent and is not endorsed by ACARA or an education department.