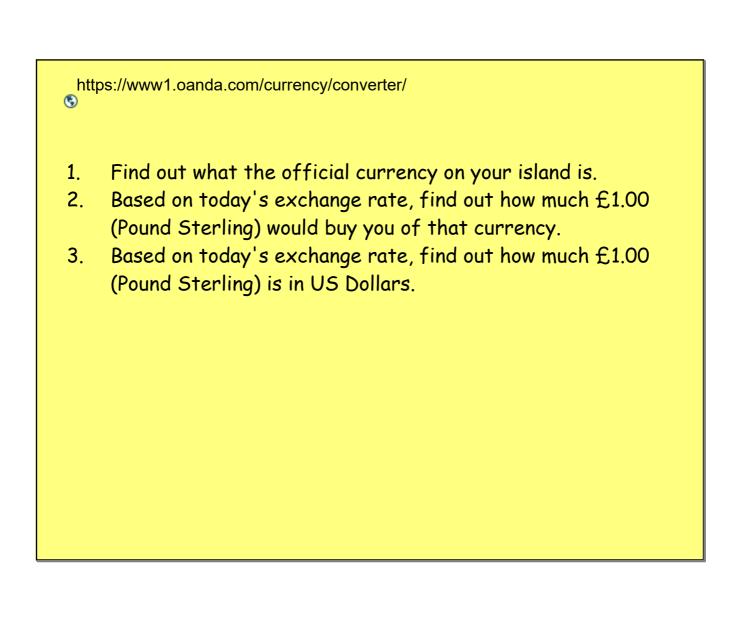
Data: LO: I can convert currencies

Thursday: exchange rates Friday: conversion graphs



```
On 12 June, £1.00 was equivalent to €1.12 (Euros).

However, let's assume that this is £1.00 to €1.50.

That means, if you buy something in France that costs €1.50 (1.50 Euros),

that would be the same as £1.00 (1 Pound in England).

You deal with this like a ratio.

£1.00 to €1.50 How many Euros would you get for:

= .£2.00

1 : 1.5 .£10.00

.£8.00
```

Answers:

How many Euros would you get for:

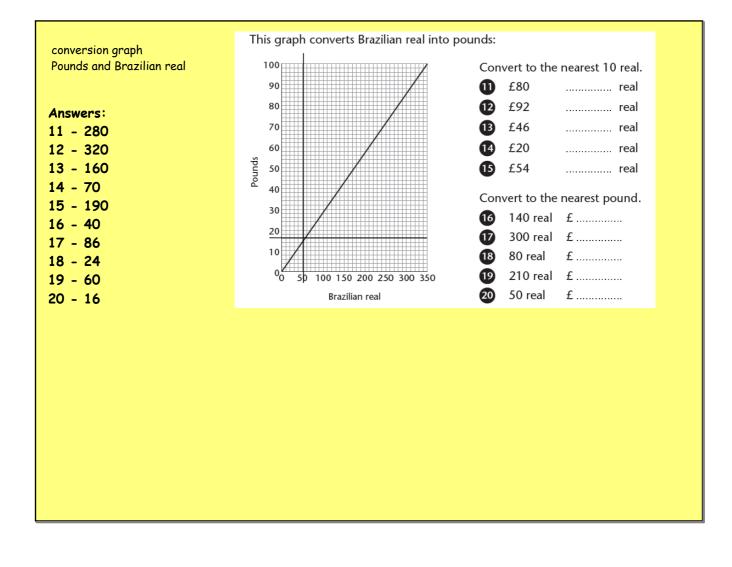
. £2.00 --> 3 Euros

. £10.00 --→ 150 Euros

. £8.00 --> 12 Euros

Try the Thursday activity to exchange Pound Sterling to Brazilian real first. Answers next page.

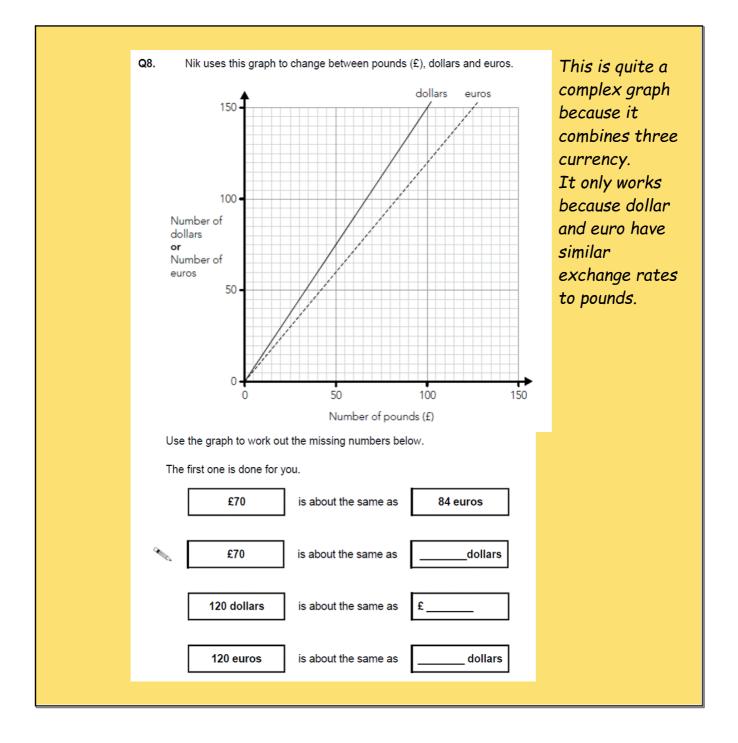
Tip: You may want to mark the axis in steps of 5!



Do the worksheet called Exchange rate practice.

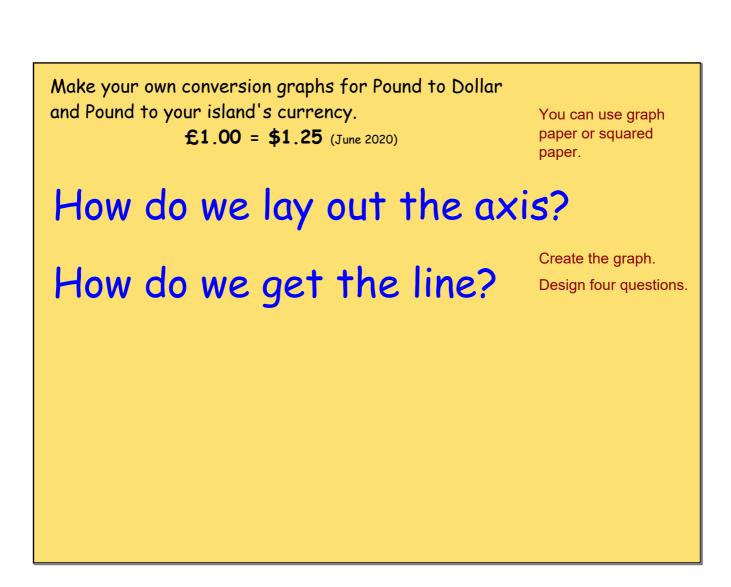
Apply the ratio by multiplying the Pound Sterling value with the exchange rate.

Do as many mentally as you can; use short written methods if you have to.



Friday - conversion graphs

- 1. A conversion graphs follows the ratio of the two related items.
- 2. It allows you to get a fairly precise conversion from one to the other without having to do any calculation.
- 3. A conversion graph is best used for approximation.



The easiest way to lay out your conversion graph.

- Make the x axis Pound Sterling £. Assume that each square is one pound.
- Label your x axis. (Possibly best to mark every five squares and write 5, 10, 15 ...
- For the y axis. That depends on the conversion rate.
 - a) If the island's currency like pound to dollar is close to 1:1, then one square is one unit.
 - b) If the island's currency is closer to 1:10 or 1:20+, then one square is 10 units.
 - c) If the exchange rate is even bigger, you may want to consider whether one square represents 100 or 1000 units.
- Put a cross where one pound meets the other currency between the x and the y axis.
- Put a second cross where 10 pounds meets ten times the island's currency from the exchange rate.
- Connect both crosses using a ruler and you've created your conversion graph.

