The Silverton City Code

Seven promises grown-ups keep, so children can stop and think.

Use the pretend shop on page 1. Model a choice, offer support, then invite a reason. No test, score or new record is needed.

Tap, Tap, Pause. Take one breath, then ask,
"Do I need it, or do I want it?"
and **"If I get it now, what can't I get later?"**
Then choose.

1 Ready when you are.

We give children time to think before anyone answers.

2 Show me first.

We show how, in small steps, before a child has a go.

3 Same words, every street.

We use the same words every time: at school, at the hub, and at home if it helps.

4 Every answer counts.

We accept pointing, signing, drawing, a symbol card, usual communication support or speech. Passing counts too.

5 Help still counts.

We help without lowering what a child is aiming for.

6 Help steps back, not away.

As a child does more on their own, we step back, and we stay close.

7 A want is never a wrong answer.

We never ask what a family has or can afford.

Three things we never do
Tap a child's wrist for them.
Use Tap, Tap, Pause as a warning, a calm-down order or a sanction.
Ask a child or a family about money at home.

Offer the routine, never demand it. No reward is needed. Children meet the promises through what adults do, not a list they have to learn.

Save some. Spend some. Share some if you can.

Pocket Money Adventures CIC (16994988). Trade marks: PMA Group Holdings Limited (16700884).
Free campaign resource, not the assessed School Edition. No endorsement by the Money and Pensions Service is implied.