

Going Shopping



Purpose of Activity

This activity is designed to familiarize students with the different denominations of currency while allowing the students to be part of an economy. The students will also have an opportunity to add currency and make change.

Concepts taught: adding currency, making change, role playing, economics

Materials Needed

- Printed play money
uscurrency.gov/playmoney
- Objects found in the room
- Markers
- Scrap pieces of paper

Instructions

- 1 Print the play money, and create price tags with the scrap paper and markers.
- 2 Create a store by collecting objects in the room and placing price tags on each object. You can also include services such as washing a car, mowing a lawn, etc. Be sure that the prices listed are in whole dollars such as \$5 or \$9.
- 3 Distribute the play money to the students who are playing cashiers/clerks and to those who are shoppers. You may also present the option of switching roles. Have the students go shopping in groups. Some of the students will be the clerks and total up the shoppers' bill. The other students will be the shoppers and will choose objects to buy. The shoppers should pay the clerk with the correct amount of money for their goods or services, if possible. If the shopper needs change, the clerk is responsible for counting it out for them.

Level of Learning

Level One: Price the goods and services with lower amounts, and limit the amount of goods that can be bought. Assist the students when they are totaling the bill, paying with the correct amount, or counting back change.

Level Two: Follow the activity as written above.

Level Three: Increase the cost of the goods and services, and increase the amount of things the shoppers can buy.

