

🌀 WHAT IS IT? (RATIONALE)

This activity will help the students to prepare for the lifelong skill of shopping. Shopping is a practical method for learning mathematics.

🌀 GETTING STARTED (PROCEDURES & MATERIALS)

You will need play money, both coins and bills, price tags made out of colored paper, and regular classroom items. Before the students enter the classroom, the teacher should provide large colorful pieces of paper that resemble price tags, with prices written on them which would allow the children to purchase articles without going over the amount of play money they have. In other words, the price tags should not read above \$5 if \$5 is all the money the children have to spend. As the children enter the room, hand each one the same amount of play money and a paper bag. Then have each child sit at his/her desk to await the directions for the activity. The teacher will act as the cashier, and each student will “shop” throughout the classroom and “buy” items that add up to no more than the money they have been given. As they collect their items, they will be adding up the amounts in their heads and then taking them to the cashier to see if they have exceeded the amount they have been given. If they have spent more than the designated cash they, themselves, have to figure out what will reduce the final price by subtracting the item.

🌀 ADAPTATIONS

- A. The amount of money issued to each child could increase as the class’ math skills improve.
- B. The items could be placed around the school or the children could bring items in from home. If they bring in items, they should figure out a suitable price that would remain within the budgets of the class.
- C. You could set a goal (ex: “The Price Is Right”) to try to spend the most money possible without going over the cash on hand.

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DOMAINS ADDRESSED



**BODY IMAGE
LATERALITY
LANGUAGE**



**BALANCE
HAND/EYE COORDINATION
GENERAL COORDINATION
TACTILE TOUCH**



FLEXIBILITY



BEST EFFORT