

## WHAT'S THE PRICE? (LEVEL 1)

<b>Description</b>	Learners will explore many numeracy and literacy concepts including measurements, numbers, shapes, prices, addition – subtraction and labeling as they set up their own shop
<b>Leading Question</b>	Can you set up your own shop?
<b>Total Time Required</b>	5 hours over 4 days
<b>Supplies Required</b>	Paper, Colours, Scissors
<b>Learning Outcomes</b>	<ol style="list-style-type: none"> <li>1. Concept of standard weights and measuring scale</li> <li>2. Basic addition, subtraction and multiplication functions</li> <li>3. Completing and computing tally charts</li> <li>4. Shapes and writing of numbers</li> <li>5. Concept of price, inventory lists and advertisements</li> </ol>
<b>Previous Learning</b>	Visited a shop

## DAY 1

Today you will figure out what products your family uses at home and decide what you will sell in your store.

<b>Suggested Duration</b>	<b>Activity and Description</b>
<b>10 minutes</b>	<ul style="list-style-type: none"> <li>● Think of the shops you have visited and think of the purpose of these shops. For example: grocery shop, pharmacy, clothes shop, etc.</li> <li>● You will design a general-purpose neighborhood shop that has a range of items</li> </ul>
<b>20 minutes</b>	<ul style="list-style-type: none"> <li>● Gather information about the most useful items for all the family by making a tally chart</li> <li>● Ask family members what the most consumed items in the home are.</li> </ul>

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<https://forms.gle/LGAP9k17fMyJrKJN7>

- Then write or illustrate these items and make a tally chart on what family members agree on using the most.

e.g.

Item	Family Members Using the Item
1. Milk	III
2. Toothpaste	II
3. Pencils	IIII

### 20 minutes

- Decide what items you would like to sell and make a list of 10-15 items that you think will be most “popular” for people to buy. For example:
  - Clothes: i) T-Shirts; ii) Pajamas; iii) Pants
  - Fruits: i) Apples; ii) Bananas, iii) Oranges
  - Drinks: i) Milk, ii) Juice;
  - Provisions: i) Bread; ii) Cereal
  - Books: i) Storybooks; ii) Magazines
  - Other: i) Jars; ii) Toothpaste; iii) Pencils etc.

## DAY 2

Today you will decide the prices for the items in your store.

### Suggested Duration

### Activity and Description

#### 20 minutes

- Determine the price of each item or how much you want to sell each item for.
- This can be based on research/understanding of actual prices or how much the items are valued.
- If you are going to research the item, look up the Maximum Retail Price that is usually on the box of the item or look at the receipts or ask a family member on the price.

#### 10 minutes

- Add the prices for each item in your list from yesterday except the fruits and vegetables. For example:
  - Books – 10
  - Milk – 8
  - Bread – 4
  - Toothpaste – 9
- Create paper money for your shop. This can be designed as a different colour and shape for each currency note
- For example: 1 is a yellow star, 2 is a pink circle or it can be done similar to real currency with an illustration of a famous figure etc.

- Make 2 – 3 note for 1 – 20 in the currency and cut these out.

## DAY 3

Today you will weigh your products and price them.

### Suggested Duration

### Activity and Description

#### 20 minutes

- Design the weighing scale for the fruits and vegetables.
  - Cut a hole on the upper edges of two paper / plastic cups,
  - Use a thick thread, twine or rope through these holes and make a knot at the end of this rope. The rope or twine should look like the handle of a bucket
  - Hang the two ropes tied on the plastic / paper cups on the notches of a clothes hanger (or any stick on which there can be two notches)
  - Mark the plastic cups as 1 and 2 or A and B



#### 10 minutes

- Weigh different objects in the scale and create a standard weight. You cannot price the vegetables and fruits based on number since some are much bigger than others for example two tomatoes are not the same size or two potatoes etc.
- Take small heavy stones, a paperweight, an eraser or any small and heavy object. Weigh the fruits and vegetables in Cup B and the standard measure (stone, paperweight etc.) in Cup A.
- Assume the standard measure is 1 gm in Cup A. Put an object e.g. a tomato in Cup B.
- Is the object in Cup B heavier (does it weigh down like a seesaw)? If so, it is heavier than 1 gm / 100 gm. Add another standard measure (another stone) to Cup A and try it again.
- If the object in Cup B is lighter (Cup A weighs down like a seesaw) then reduce some weight from Cup A.

**20 minutes**

- Weigh all the fruits and vegetables chosen and make a numerical representation of greater than (>) / lesser than (<). For example Oranges > Bananas > Grapes
- Assume and write the price of the fruits and vegetables based on how heavy they are. For example: the heaviest will be the most expensive.

## DAY 4

Today you will explore the world and the solar system.

Suggested Duration	Activity and Description
15 minutes	<ul style="list-style-type: none"> <li>• Think of a name for their shop and create an attractive poster with the name and a logo</li> </ul>
15 minutes	<ul style="list-style-type: none"> <li>• Create price tags for all the items and set up your shop by arranging all available items.</li> <li>• Invite family members to come to their shop to “buy” items and distribute money giving some of the larger currency to family members and keeping the smaller currency for themselves</li> </ul>
30 minutes	<ul style="list-style-type: none"> <li>• Calculate the price of the total bill based on what customers have purchase and/or calculate the difference and give the costumers the change back.</li> <li>• Calculate your total earnings at the end of the game by adding all the money they made.</li> </ul>

## ASSESSMENT CRITERIA

- Selection and creation of inventory list based on research gathered from family
- Determining prices of the different objects based on the MRP or research
- Design and clarity of the currency notes
- Effectiveness of the weighing scale
- Money management when role-playing the shopkeeper

## ADDITIONAL ENRICHMENT ACTIVITIES

- Calculate the percentage of different objects sold.
- Create numerical functions for the money.

## MODIFICATIONS FOR SIMPLIFICATION

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- Removing the weighing scale activity for younger learners.