

**Subject**

Math

**Concept**Experimentation  
Problem Solving**Grade Level**

Elementary

**National  
Career  
Guidelines**Goal  
PS4Balance  
personal,  
leisure,  
community,  
learner, family,  
and work roles.**Type of Activity**Individual with  
Class  
Discussion**Related  
Occupations**

All Occupations

**Shop 'Til You Drop**

Students will identify and count money, connect coins and bills with place values.

**Materials/Supplies**

Flyers from local stores that show prices, toy cash register, play money, empty containers of grocery store items

**Activity**

Set up a grocery store with toy register, play money, and grocery items.

Identify things money can buy (use flyers).

Relate the amount of work required to earn money to purchase materials.

Compare what can be bought with 50¢, \$1, \$1.50, etc.

Discuss necessities that we can buy and things we would like to have that are not necessities.

Role-play a payday after working two hours (\$7.25 per hour.)

Have students go on a "Shopping trip" to the grocery store and buy items they need for breakfast.

Discuss how the more we work, the more money we have to buy the things we need/want.

**Evaluation**

Evaluate students based on their class discussion and participation in the "shopping trip."