SHOPPING SPREE

A game show simulation teaching students to use calculator and estimation skills

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Revised 2009 Edition.

Interact
10200 Jefferson Boulevard
Culver City, CA 90232-0802
www.teachinteract.com
ISBN 978-1-57336-115-6

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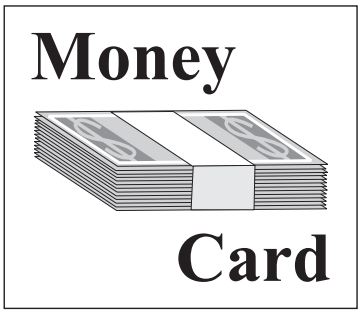
PURPOSE



Comments from students who have played ***SHOPPING SPREE:***

- *"I learned that I could help people when they needed help."*
- *"I do good in math and I am a quick shopper."*
- *"I learned that I could work with boys and get along with them."*
- *"I learned more math and how to work together and do something fun."*

Using a game show scenario called SHOPPING SPREE, students reinforce or learn calculator skills while traveling from shop to shop spending their game show money. Each team of contestants draws a SHOPPING SPREE CARD and a MONEY CARD to determine how much money they have to spend in each shop. Team members have rotating jobs to keep track of how they spend their money and collect game supplies. The teams visit six different shops where they may spend the allotted maximum of money listed on their MONEY CARD.

Team contestants are responsible for the following:
- working independently and cooperatively
- making decisions about purchases
- keeping accurate records of purchases
- using the calculator to add, subtract, multiply, divide, and figure percentages

The team coming closest to its MONEY CARD limit without going over receives a SHARP SHOPPERS AWARD. The GRAND PRIZE WINNER is the team that comes closest to its spending limit in all six shops. CERTIFICATES are also given for team's cooperative efforts and good behavior. From playing SHOPPING SPREE students learn the following:

Skills
- multiplying and dividing
- figuring percentages
- estimating
- computing mentally
- budgeting
- planning
- decision-making and cooperating

Knowledge
- following directions
- computing accurately
- using calculators
- keeping records
- becoming informed about newspaper advertisements, catalogs and menus

Attitudes
- developing awareness of calculator versatility
- learning to value cooperative team work
- adjusting expenditures with flexibility

OVERVIEW

Careful shopping can be rewarding ...

In this simulation teams of students (contestants) increase their knowledge and skills in using calculators as they budget their MONEY CARD funds provided by the game show. The students shop in six different stores, make decisions about purchases, keep a detailed account sheet for each shopping venture, improve estimation skills, figure taxes, and, if playing Game B, use percentages and discounts.

The simulation begins when the students are assigned to teams. They become contestants on SHOPPING SPREE, a popular game show which gives the contestants money to spend in six different shops. Cards are selected to determine which shop the team visits and how much money may be spent in that particular shop. The contestants keep accurate accounts of their purchases. *They may spend up to but not more than the money allotted for the shop.* Students may earn SHARP SHOPPERS AWARDS, COOPERATIVE CONTESTANT CERTIFICATES, and GRAND PRIZE WINNER.

Calculators help to make math fun ...

The simulation itself is not intended as an introduction to calculators, but rather as a reinforcement. Prior to this experience, students should be exposed to instruction in the use of the calculator. Included in this Teacher Guide are some instructional activities and materials which can be used in addition to, or in place of, textbook material. They are designed to add interest and excitement to mastering calculator and estimation skills. It is up to you to make decisions about the appropriate use of textbook materials in conjunction with preparation for SHOPPING SPREE.

Early game show preparation adds interest and motivation ...

This SHOPPING SPREE simulation has been developed to take six class sessions of about 45 minutes each. Preparation should begin approximately three weeks in advance in order to stimulate interest, to accumulate catalogs, advertisements, menus, and grocery ads, and to review or teach calculator and estimation skills to all students. Game B can be added after students have some experience with percentages.

COOPERATIVE LEARNING - 1

Common goals strengthen group cooperation ...

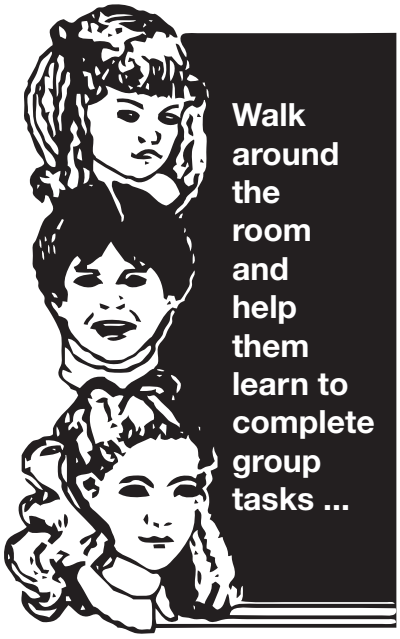
GROUPING: Having students work in activity groups is an important aspect of this simulation. Students working together in groups have the opportunity of achieving a common goal. A group can achieve more than a single individual, by sharing knowledge, creating group spirit and providing encouragement to each other, as a part of the learning process. Children like to talk together. Combining ideas often leads to more solutions than with individual effort. Encouraging children to rely on themselves and one another will help them to develop responsibility, and gain confidence and independence.

Grouping involves balancing varying student abilities ...

HETEROGENEOUS GROUPING: We recommend that the teacher be responsible for *grouping* students. Students should be put together *heterogeneously.* Select at least one capable student for each group. This will lead to challenging and modeling of the higher ability students and involvement of the lower ability students.

Responsibilities are rotated ... The classroom

COMMITMENT TO COOPERATIVE LEARNING: It is important that all students be *involved* in the group process. In order to do that, it is best to assign tasks to each person in the group. The *tasks* in this simulation include auditor, bookkeeper and clerk. These responsibilities should rotate among the individuals in the group. Monitor groups as they work so they stay on track and each student is involved in the task. Check that leaders don't just "take over." Specific behaviors performed by all group members help the group complete the task and feel good about each other when the task is finished. Using group evaluation forms will help keep track of student involvement. (Forms are included in this Teacher Guide.)



MONITORING: Be sure you monitor groups as they work so they stay on track and so each student is involved in the task. Specific behaviors performed by all group members help the group complete the task and feel good about each other when the task is finished. Using group process forms will assist in keeping track of student involvement. Check periodically so that leaders don't "take over" and do all the work or become too bossy.

WHAT MAKES COOPERATIVE LEARNING WORK?

- Students learn to care about each other's growth and knowledge.
- Students discuss the material, including the relationship of present learning with past learning.

COOPERATIVE LEARNING - 2

- Every member of the group becomes accountable for learning. No one can sit and let others do the work.
- Students are taught leadership and communication skills.
- Groups assess how well they are working together and look for possible improvements. This helps students to reflect on and integrate learnings from one group experience to the next.

SOCIAL SKILLS: Your students also need to be instructed in the social skills in order for them to complete their tasks within their groups. Encourage your students to do the following:

communicate and to lead ...

- Contributing to the group by talking to one another
- Being willing to consider other persons' opinions
- Openly acknowledging that others have something valuable to contribute
- Praising one another
- *Actively* listening to one another
- Explaining disagreements in an agreeable way

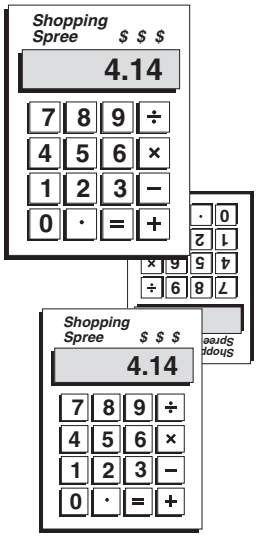
becomes a community united by common goals ...

- Encouraging quieter, more retiring persons, to contribute
- Taking turns
- Working as a team toward a common goal
- Setting individual goals within a group
- Staying on task

Students learn to

Of course, all of these group skills are not always easy to learn, but spending time on them while engaged in a simulation can have a ripple effect that positively enhances a classroom environment. Students who work successfully in activity groups show positive feelings about their class as a community.

USING CALCULATORS - 1



Mental calculations and calculators go together like milk and cookies or ice cream and cake.

RATIONALE: Why is it that we want students to learn how to use calculators? Calculators are very much a part of today's way of life. We can figure out what the best buy is at the grocery store, make rapid estimations to determine if we have enough money for a particular purchase, or even lighten the load of balancing our bank statements.

Calculators are rapidly becoming important in school life. Recent research has found that students using calculators have a more positive attitude toward mathematics, and the use of calculators produces much higher achievement scores than the use of paper and pencil in basic operations and problem solving. *Calculators help develop interest and excitement in the study of mathematics.* By facilitating the computation, students can focus on the process of complicated problem solving. This process includes

- formulating questions,
- devising and evaluating strategies, and
- verifying and interpreting solutions.

SHOPPING SPREE deals mainly with money. The speed and accuracy aspects of computers are well suited to the use of a calculator.

Both the California Mathematics Framework and the National Council of Teachers of Mathematics include calculator technology as a major area of emphasis. The aim is for students to have enough proficiency to be able to choose between the use of calculators, mental computation, and paper and pencil when solving problems and to know when each should be used. Increasingly, calculators are also being allowed during standardized testing. Aside from these incentives, it should be the objective of every teacher to prepare students for their technological future.

USING THE CALCULATOR: Proper calculator use requires a knowledge of basic facts and strengthens number skills. Calculators cannot replace the development of the student understanding the meaning of arithmetic operations and the common algorithms used to perform those computations.

While the speed and accuracy are fairly obvious advantages of the calculator, it is important to also point out the limitations to students.

- Calculators have a limited display capability and cannot easily be used with extremely large numbers.

- Most calculators deal exclusively with decimal numbers. Therefore, fractions must be converted to decimals.

It is best if all students have the same type of calculator for the initial instruction. Even if some have previously used a calculator, be sure to review the keys and what they do. If *you use different calculators, prepare students for differences in placement of keys and functions.*

One function that is often overlooked and which will be helpful in this simulation is the memory, since students will be "buying" a series of articles and may have more than one of each item.

It is important for students to learn estimation skills and to recognize a reasonable answer while using the calculator. *Estimation skills and mental arithmetic should always be incorporated into calculator use.*

Before starting calculator activities with students, be sure to review the keys on the calculator and their functions.

If you have a calculator for your overhead projector, it will be easier for you to demonstrate the functions.

Calculators need people to make them work -- people who understand all the keys' functions.

ON	
OFF	
+	add
–	subtract
×	multiply
C	clear
CE	clear entry
%	per cent
M +	memory addition
M –	memory subtraction
MR	memory recall
MC	memory clear
$\sqrt{}$	square root

Introductory activities can include GAME SHOW WORD TEASERS, and IS THE PRICE RIGHT? Some other activities have also been included in this Teacher Guide to help students prepare for SHOPPING SPREE. (See pages 16 to 19.)

Most calculators can figure percentages and add them to the base number in one operation using the following sequence:

base number [×] percent [%] [+] [=]

Example: 600 [×] 5 [%] [%] [=] (630 will be showing)

A chart will help students remember these sequences.

Or percentages can be converted to decimals:

Example: 600 [×] .05 [+] [=] (630 will be showing)

If only the per cent is needed, this sequence can be used:

Base number [×] percent [%]

Example: 600 [×] 5 [%] (30 will be showing)

Remind students to always press **C L E A R** *before they begin a new operation.*

ESTIMATION The concept of estimation is especially important when using the calculator because the advantage of accuracy is lost if a number is incorrectly keyed and the answer is no longer "reasonable" for the question. Estimation is a skill most people use every day to:

- purchase groceries without writing a check
- determine if there is enough gas in the car to get to where they are going
- roughly decide what size container is needed for left-overs

In this simulation we are allowing students to polish these skills as they pertain to money.

Students need to polish their estimation skills.

ignificant idea to get across is *when* to estimate. Many times exact numbers are needed, especially when we deal with money. In these cases, estimation can still help us see if the answer is "about" right.

How many ?
Too much ?
Too little?

?????

Estimation strategies should be taught systematically. Research shows that unless specific strategies are taught, few students will develop them on their own.

Teach your students to keep their eyes open for ***Complementary Numbers ...***

There are several methods that can be used for estimating. One of these methods is to *round* off to one or two "significant" digits.

```
 11874          11874  ≐ 12000
+ 4329           4329  ≐  4000
```

≐ *means approximately equal to.*

Round up ... Round down ...

Another technique is combining *complementary* numbers to make a problem easier.

```
  .63      .13      .42
+ .37    + .87      .77
 1.00     1.00      .24
                    .23
                  + .34
                   2.00
```

7 + 3 = 10

4 + 4 = 2 = 10

for ones column

Have students look for combinations that will make it an easy problem.

and ***Clustered Numbers ...***

If the numbers are *clustered* close together, students can use multiplication.

```
 7.89
 6.23
 7.72
 6.97
+ 6.49
```

Since each is close to 7, 5 × 7 = 35.

Front-end estimation is a way of estimating a collection of costs like the total of a grocery bill.

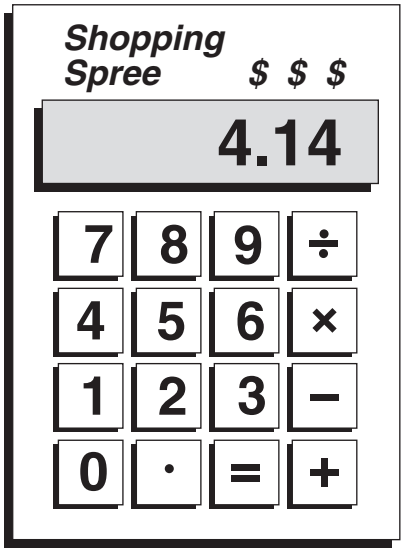
and ***Number Adjustments ...***

```
 3.27
  .63
  .13
 4.19
 1.65
  .21
  .08
```

FRONT END:
Dollars total $8

ADJUST: Cents are about $2
(.27, .63 & .13 are about a dollar)

ESTIMATE: $8 + $2 = $10



Encourage your students to use their calculators every day. Point out how many places there are where they can be useful:

...shopping for groceries or planning a meal's ingredients ...

...answering the question: How much do we have to spend on paint to cover all these rooms' walls?

...figuring athletic statistics ...

SETUP DIRECTIONS - 1

2 WEEKS BEFORE
1. *Read Student Guide and Teacher Guide*
2. *Start students collecting ads, etc.*
3. *Begin calculator instruction*

1 WEEK BEFORE
1. *Duplicate and prepare materials*
2. *Select teams of contestants*

Note: *These CARDS may appear to be out of order in this Teacher Guide. However, they are placed in this order so that the margins will line up when you copy them back to back.*

Note: *Copy three sets of MONEY and SHOPPING SPREE CARDS to increase the chance element.*

Caution: *Teams may visit a store only once , and the y have smaller amounts to spend in the restaurant and grocery store.*

Re: the ***COUPON BOOK:***
The first five coupons are discounts. The remaining coupons deal with percentages and are applicable for Game B.

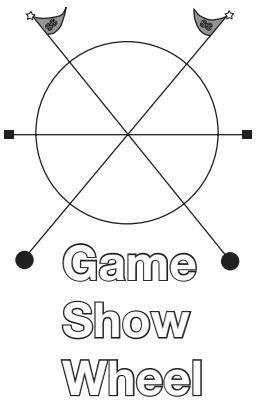
Be sure you read all of pages 10–12 carefully!

1. **INSURING UNDERSTANDING:** A week or more in advance, carefully read through the Student Guide and this Teacher Guide to insure that you understand how SHOPPING SPREE "plays." Pay particular attention to the two sections in this Teacher Guide on COOPERATIVE LEARNING and on USING CALCULATORS.

2. **DUPLICATION:** Duplicate the following items found in this Teacher Guide.
   1. ***Pre-Simulation Calculator Worksheets*** (optional pages16 to 19)
   2. ***Shopping Spree Cards:*** One side reads SHOPPING SPREE CARD. The other side has store name where students will go to shop.
   3. ***Money Cards:*** One side reads MONEY CARD. The other side gives the amount to be spent. Colored paper can be used to identify shops.Separate grocery and restaurant cards from the other four shops. Because grocery store items are usually priced lower than the other major shops, it may take teams longer to select and total purchases and discounts. You may wish for all teams to go grocery shopping on the same day. Restaurants have the same situation.
   4. ***Team Discs:*** Six for each team.
   5. ***Coupon Book:*** Cut pages out and staple on one edge or hold together with rubberband or paper clips. (This is appropriate for students who have experience with percents. Use with Game B.)
   6. ***Account Sheets:*** A record sheet of purchases and costs. Copy enough so each team will have one for each shop and a few extras.
   7. ***Certificates:***
      COOPERATIVE CONTESTANT'S CERTIFICATE
      SHARP SHOPPER'S AWARD
      GRAND PRIZE WINNER
   8. Cooperative Learning Feedback Forms: **HOW WELL DID I SHOP? HOW WELL DID WE SHOP?** These will help you monitor student involvement.

3. **TEAM FOLDERS:** For each team in SHOPPPING SPREE set up either a team folder or a team box. This will be a place for teams to keep ACCOUNT SHEETS, various coupons, and sample ads. Encourage each team to label its folder or box with its name and colorfully displayed symbols.

SETUP DIRECTIONS - 2



4. **PREPARING THE CLASSROOM:** Consider involving some of your more artistic students a week or so in advance to help you decorate a portion of your classroom. Butcher paper can become big banners colored with large names and slogans such as **SHOPPING SPREE GAME SHOW** or ? The more the classroom resembles a TV studio, the more enthusiasm will be generated.

5. **GAME SHOW WHEEL:** With the help of some artistic students, draw a SHOPPING SPREE GAME SHOW WHEEL. (Make an overlay transparency of the diagram found in this Teacher Guide. Then project the image on butcher paper and trace and color it.) Teams will place game discs on game wheel to show which stores have been visited as game progresses.

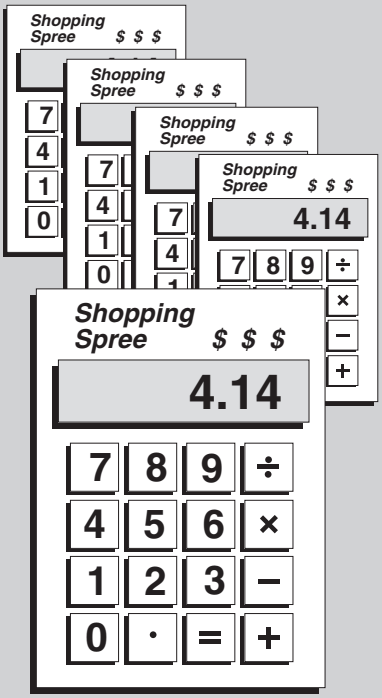
6. **CHOOSING THE DIFFICULTY LEVEL:** You have three levels of difficulty to choose from when deciding which is most appropriate for your students' age/ability:
   - For students with limited mathematical abilities, you may wish to delete the 6% sales tax and/or the grocery coupons in the discount book.
   - Game A includes the 6% sales tax and grocery coupons.
   - Game B includes the 6% sales tax, grocery coupons, *and* sales discounts.

7. **ORGANIZING TEAMS** Set up teams of three students each. Balance teams in ability level. Teams should have equal numbers of boys and girls, and high-, medium-, and low-ability students.

   Two teams constitute a group. The purpose of these groups is to have each team monitor the other for accuracy. Each team works through the SHOPPING SPREE for the day, then they exchange information with the other team in their group for checking. This promotes student responsibility and alleviates the need for the teacher to be everywhere at the same time.

SETUP DIRECTIONS - 3

8. **CALCULATORS:** See that you have *at least one calculator available for each team*. Of course, one for each student is better! The calculators do not have to be the same for each team, but it is advantageous to have 4-function, rather than "scientific," calculators. Many students will likely have access to inexpensive calculators at home. Encourage parents (with a note home?) to allow their sons/daughters to bring these calculators to school to use during SHOPPING SPREE.



Students often feel important when they bring their calculators from home to use in your classroom.

Plan your time wisely before beginning the simulation.

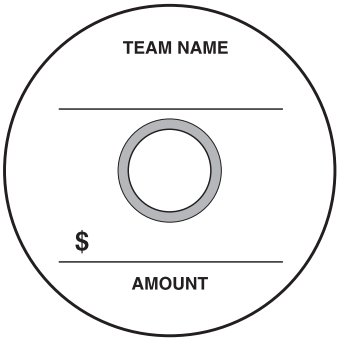
Before the simulation begins

Two weeks in advance

1. At least two weeks prior to beginning SHOPPING SPREE, discuss briefly what the simulation is about.
2. Decide whether you are going to have your students use the ads in the Student Guide (pages 8 through 16) or "real life" materials from catalogs or newspapers. (You may wish to use the Student Guide pages one time and "real life" materials as enrichment.) If you are going to use the latter materials, encourage your students to begin bringing in menus, grocery store ads, and other advertisements representing all kinds of stores.
3. Do pre-simulation practice with calculators to insure calculator competency when the simulation begins. Use activities such as the GAME SHOW TEASERS in the Student Guide or others in this Teacher Guide. Or you may have other materials you would like to select. More and more math textbooks are now including calculator exercises which would be appropriate.

A few days in advance

4. Prepare the classroom for the actual simulation. (See #4 and 5 in the SETUP DIRECTIONS.)
5. A few days before beginning the actual simulation. distribute to each student a Student Guide.
6. Read aloud the first pages to introduce what will be happening once the introductory exercises are completed.
7. Carefully go over how to fill out the ACCOUNT SHEET as demonstrated in the Student Guide models. Slowly demonstrate step-by-step how it is to be filled out. Give many examples to help students understand this crucial activity.
8. Discuss how working in groups requires having expectations and living up to responsibilities. *(See the section on COOPERATIVE LEARNING in this Teacher Guide.)*
9. Select students for teams and groups. (See #7 under SETUP DIRECTIONS in this Teacher Guide.
10. Have the teams go to different areas of the classroom. Insure that the *groups* (the two paired teams) are next to one another in the classroom.
11. Have the teams choose their names. (See the NAMING YOUR TEAM section in the Student Guide.)



12. Help each team prepare 6 GAME DISCS. Urge the teams to color their discs to add more interest.
13. Give each teams its separate folder or box. (See #3 in the SETUP DIRECTIONS.) Members are to place their discs in the team folder. Briefly have students look through the folder or box's contents as you mention when and how they will use what is in there. Finally, have the teams decorate their folders/boxes.
14. Either you or the teams themselves must decide who will begin playing individual roles discussed in the Student Guide. Each team member should have the chance to play each role.

Game play

1. Move students into teams and groups. Make certain they go to their special areas.
2. Go over all handouts and their use. Be sure everyone understands before continuing.
3. The **Clerks** select the SHOPPING SPREE CARDS.
4. The **Clerks** get daily supplies: folder (or box); ACCOUNT SHEET; calculators; discount books; and, if you are having students use materials other than the ads in their Student Guides, appropriate catalogs, advertisements, menu, etc.
5. Set the time limit for your students to work. It should be short enough so that they will use estimation skills, but long enough to allow for the complexities of the assignment.
6. The **Clerk** selects MONEY CARD from the ones *relating to the store where they will be shopping.*
7. Teams go to work on their activity. The **bookkeeper** records amount of money and shop name on the ACCOUNT SHEET and the team name disk. The **bookkeeper** records the purchases. The **clerk** may want to circle items they use in their advertisements or other materials but not in the Student Guide. The auditor calculates the totals.
8. *Stress the importance of accuracy*. Students may need to change, add, or delete purchases if the total amount is not close enough to the MONEY CARD amount.
9. Teams exchange ACCOUNT SHEETS and advertisement information in order to check for accuracy.

Remember that you have the option ofrequiring role rotation daily or whenever you feel such rotation is appropriate.

10. Once results have been verified, you as Game Master should give SHARP SHOPPER AWARDS and COOPERATIVE CONTESTANTS CERTIFICATES to the deserving individuals.
11. The clerk collects supplies and returns them to the Game Master or to the collection center.

Days 2 through 5

1. Students move intoteams and groups and continue as on Day 1.

Day 6

1. Students move into teams and groups and continue as on Day 1.
2. Give GRAND PRIZE AWARDS to the team that came closest to its allotment on all six days — without going over.

Special note: *You will generate more excitement if you culminate the simulation on a Friday.*

MAGIC SQUARES

Name:_____

Directions: Why are these squares **magical**? Because the three numbers in each column, row, and diagonal all will add up to the same magic sum. Using your calculator, see if you can discover the missing numbers.

2.2		6.6
	5.5	
		8.8

Magic sum = _____

		10
		3.75
2.5		5

Magic sum = _____

18.4		
9.2	20.7	

Magic sum = 34.5

		2.74
4.11	6.85	
10.96		

Magic sum = _____

HOW MANY DIGITS?

Name:_____

Directions: Study each problem. Without figuring out the answer, try to decide how many digits you think each answer should contain.

456 + 793	4087 – 276	5 × 794
134 + 632	1569 – 362	9 × 23 × 53
398 + 845 + 713	724 – 698	3 × 423
2234 + 1234	5976 – 4210	7 × 1032
789 + 987	6021–5984	9 × 423
432 + 721	796 – 23	12 × 239
199 + 796	4321 – 4059	22 × 51 × 4
431 + 8432	1043 – 987	93 × 4276
1924 + 8941	483 – 96	11 × 73 × 94

CENTS PERCENTS - 1

Name:_____

Directions: With a little practice you can compute some percent problems mentally.

1. Here is a collection of percents with **50**, **100**, and **200**.

48% of 100 =	26% of 100 =	34% of 100 =
48% of 200 =	26% of 200 =	34% of 200 =
48% of 50 =	26% of 50 =	34% of 50 =
40% of 100 =	20% of 100 =	25% of 100 =
40% of 200 =	20% of 200 =	25% of 200 =
40% of 50 =	20% of 50 =	25% of 50 =

2. Here are some percentages which have common fraction equivalents. Below are some percentage problems.
   In **column 1** solve the problems by using **fractions**. In **column 2** solve the problems **mentally**.

$25\% = \frac{1}{4}$

$20\% = \frac{1}{5}$

$100\% = 1$

$50\% = \frac{1}{2}$

25% of 40 is the same as $\frac{1}{4} \times 40$.

1	2
25% of 40 =	25% of 24 =
25% of 16 =	25% of 32 =
25% of 64 =	25% of 48 =
25% of 76 =	25% of 60 =
25% of 36 =	25% of 20 =
20% of 20 =	20% of 50 =
20% of 95 =	20% of 15 =
20% of 40 =	20% of 60 =
20% of 75 =	20% of 45 =
50% of 30 =	50% of 48 =
50% of 42 =	50% of 22 =
50% of 70 =	50% of 36 =
50% of 62 =	50% of 23 =
100% of 39 =	100% of 70 =
100% of 23 =	100% of 43 =
100% of 20 =	100% of 24 =

CENTS PERCENTS - 2

Name:_____

3. These are mental calculations with money. ***Placement of the decimal point is the important part.***

5%	of	$ 200	=
6%	of	$ 400	=
4%	of	$ 50	=
5%	of	$ 5	=
10%	of	$ 1000	=
9%	of	$ 20	=
6%	of	$ 200	=
4%	of	$ 100	=
5%	of	$ 50	=
4%	of	$ 7	=
5%	of	$ 60	=
4%	of	$ 1000	=


Shopping
Spree
Card

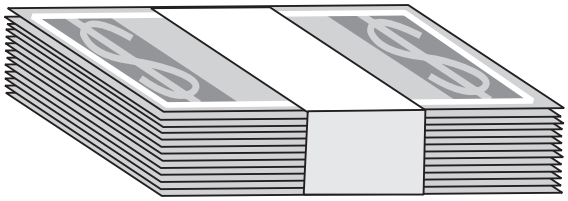
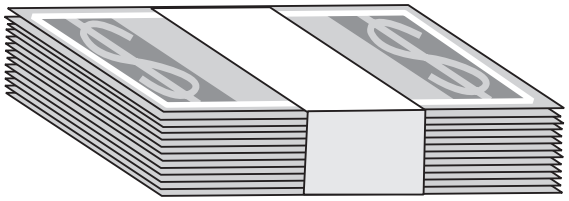
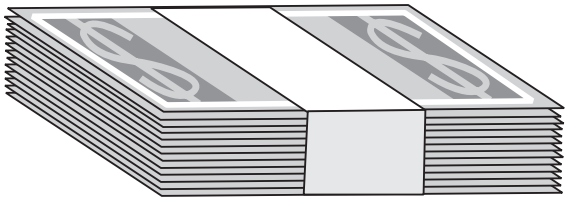
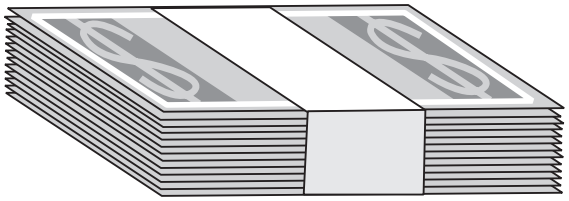
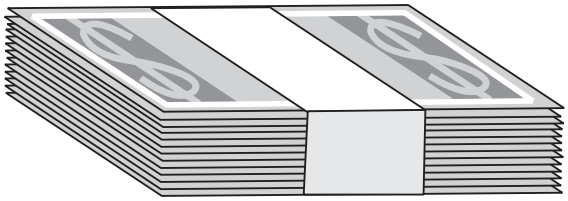
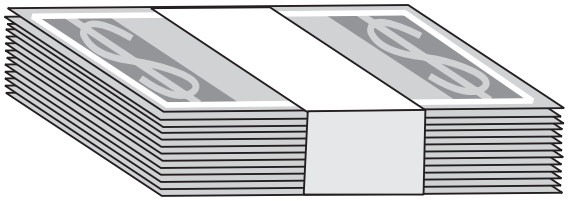

Shopping
Spree
Card


Shopping
Spree
Card


Shopping
Spree
Card


Shopping
Spree
Card


Shopping
Spree
Card

Money  **Card**	**Money**  **Card**
Money  **Card**	**Money**  **Card**
Money  **Card**	**Money**  **Card**

SHOPPING SPREE CARD

You are now going to shop at **The Enchanted Castle Toy Shop**. There are some wonderful games and toys to purchase. Your team may spend according to the maximum allowed by your MONEY CARD. Remember to take advantage of your coupons. Be sure to figure a 6%tax on your total bill.

SHOPPING SPREE CARD

It generally costs less to eat at home than at a restaurant. You are to purchase food at the **Spend-Less Grocery Store**. Your team may purchase food items up to but not beyond your MONEY CARD allotment. *Do not include a tax* on the groceries you purchase. Redeem your food coupons at this store.

SHOPPING SPREE CARD

Sun & Snow Sport Shop has just the sport equipment, shoes, and clothes you have been looking for. Your team may purchase a variety of things but remember not to exceed your total maximum allowed by your MONEY CARD. Remember to figure in your 6% sales tax.

SHOPPING SPREE CARD

Electronics and More is the place to buy electronics. Your team may purchase whatever you want, but do not exceed your total maximum decided by your MONEY CARD. Don't forget to figure a 6% sales tax on your total bill.

SHOPPING SPREE CARD

Your shopping spree takes you to **Reflections Restaurant**, where you experience exquisite food in a charming atmosphere. Your team may order anything from the menu not to exceed your MONEY CARD maximum. Do not forget to figure the 6% tax.

SHOPPING SPREE CARD

Ritzy Department Store is the quality store of your dreams. There are many exciting things to choose and buy. Your team will have fun making purchases from a variety of the store's merchandise. Buy for the whole family, but don't forget 6% sales tax.

MONEY CARD

Your group may spend $120 at the **Spend-Less Grocery Store** or **Reflections Restaurant**.

MONEY CARD

Your group may spend $130 at the **Spend-Less Grocery Store** or **Reflections Restaurant**.

MONEY CARD

Your group may spend $140 at the **Spend-Less Grocery Store** or **Reflections Restaurant**.

MONEY CARD

Your group may spend $125 at the **Spend-Less Grocery Store** or **Reflections Restaurant**.

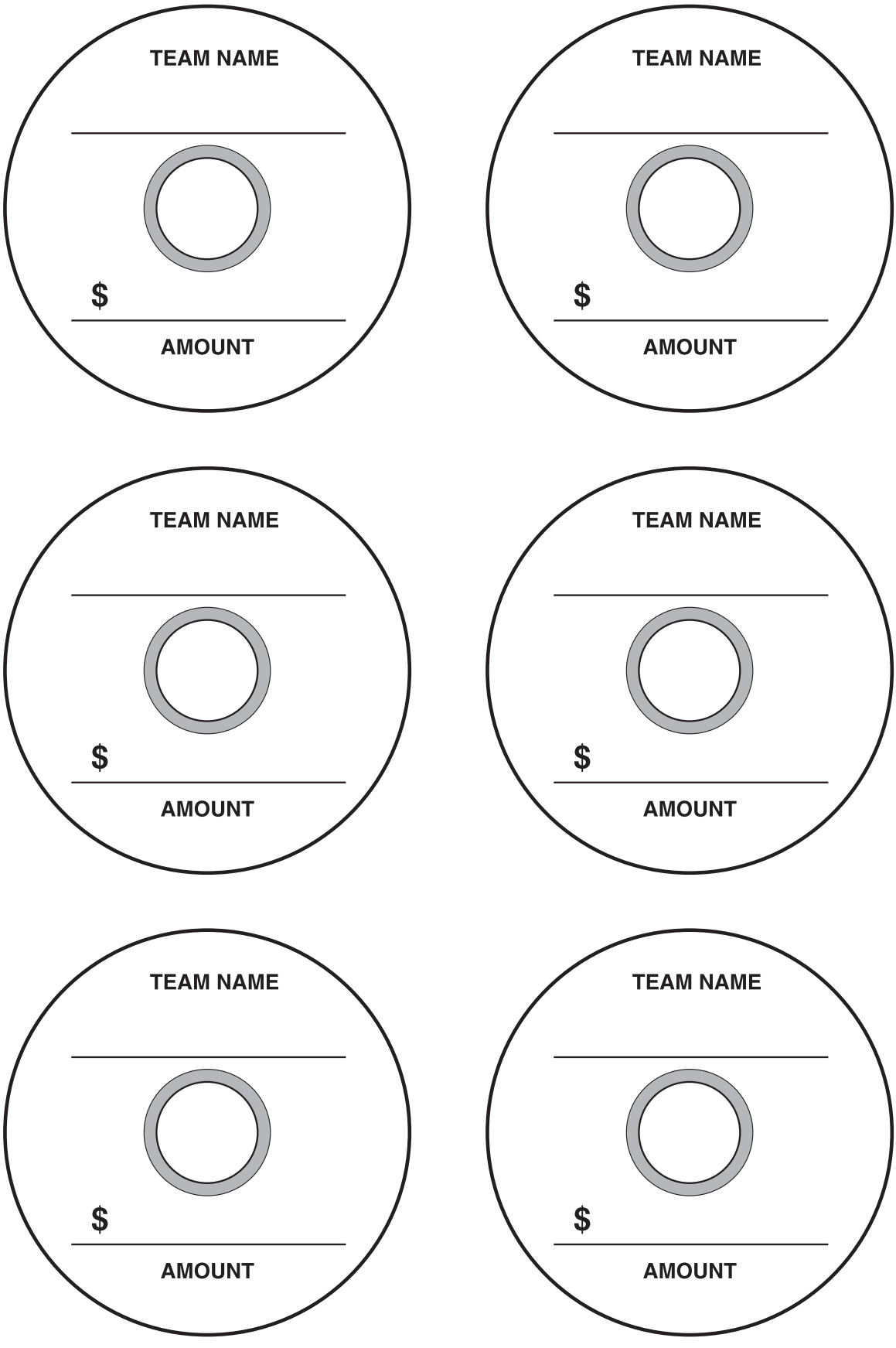
MONEY CARD

Your group may spend $135 at the **Spend-Less Grocery Store** or **Reflections Restaurant**.

MONEY CARD

Your group may spend $125 at the **Spend-Less Grocery Store** or **Reflections Restaurant**.

TEAM NAME DISCS



MONEY CARD

Your group may spend $350 at one of the following stores: **Sun & Snow Sports Shop**, **Ritzy Department Store**, **Electronics and More**, or **The Enchanted Castle Toy Shop**.

MONEY CARD

Your group may spend $300 at one of the following stores: **Sun & Snow Sports Shop**, **Ritzy Department Store**, **Electronics and More**, or **The Enchanted Castle Toy Shop**.

MONEY CARD

Your group may spend $250 at one of the following stores: **Sun & Snow Sports Shop**, **Ritzy Department Store**, **Electronics and More**, or **The Enchanted Castle Toy Shop**.

MONEY CARD

Your group may spend $425 at one of the following stores: **Sun & Snow Sports Shop**, **Ritzy Department Store**, **Electronics and More**, or **The Enchanted Castle Toy Shop**.

MONEY CARD

Your group may spend $400 at one of the following stores: **Sun & Snow Sports Shop**, **Ritzy Department Store**, **Electronics and More**, or **The Enchanted Castle Toy Shop**.

MONEY CARD

Your group may spend $375 at one of the following stores: **Sun & Snow Sports Shop**, **Ritzy Department Store**, **Electronics and More**, or **The Enchanted Castle Toy Shop**.

COUPON BOOK	**REDEEM AT SPEND-LESS GROCERY STORE** $.25 off on purchases of dairy products that total more than $4.
REDEEM AT SPEND-LESS GROCERY STORE $.50 off on purchases of vegetables that total more than $1.25.	**REDEEM AT SPEND-LESS GROCERY STORE** $.25 off on total purchases of fruit.
REDEEM AT SPEND-LESS GROCERY STORE $.50 off on purchases of canned goods that total more than $1.	**REDEEM AT SPEND-LESS GROCERY STORE** $.10 off on purchases on each purchase of bread or bakery item.
REDEEM AT SUN & SNOW SPORT SHOP All items up to $50 are reduced by 10%.	**REDEEM AT THE ENCHANTED CASTLE TOY SHOP** 10% discount on each item costing more than $25.

REDEEM AT THE ENCHANTED CASTLE TOY SHOP 5% discount on each item costing more than $10.	**REDEEM AT RITZY DEPARTMENT STORE** 15% discount on total appliance purchases.
REDEEM AT THE ENCHANTED CASTLE TOY SHOP 15% discount on each item costing more than $100.	**REDEEM AT ELECTRONICS AND MORE** 15% discount on any package of AA batteries.
REDEEM AT RITZY DEPARTMENT STORE 5% discount on total clothing purchases.	**REDEEM AT ELECTRONICS AND MORE** 10% discount on total compact disc purchases.
REDEEM AT RITZY DEPARTMENT STORE 100/0 discount on total jewelry purchases.	**REDEEM AT SUN & SNOW SPORT SHOP** All items $50 or more are reduced 25%.

ACCOUNT SHEET

Game A: Columns 1–4
Game B: Columns 1–6

Teams have a six item purchase minimum.

Group Name: _____

Shop Name: _____

Money Allotted: _____

1 Item description	**2** Item cost	**3** #	**4** Total cost	**5** Adjustment	**6** Revised cost
				Subtotal	
				Tax 6%	
				Total	

C. C. C.

COOPERATIVE CONTESTANTS' CERTIFICATE

Awarded to

_____

A positive contributor in the **SHOPPING SPREE GAME SHOW**

C. C. C.

COOPERATIVE CONTESTANTS' CERTIFICATE

Awarded to

_____

A positive contributor in the **SHOPPING SPREE GAME SHOW**

S. S. A.

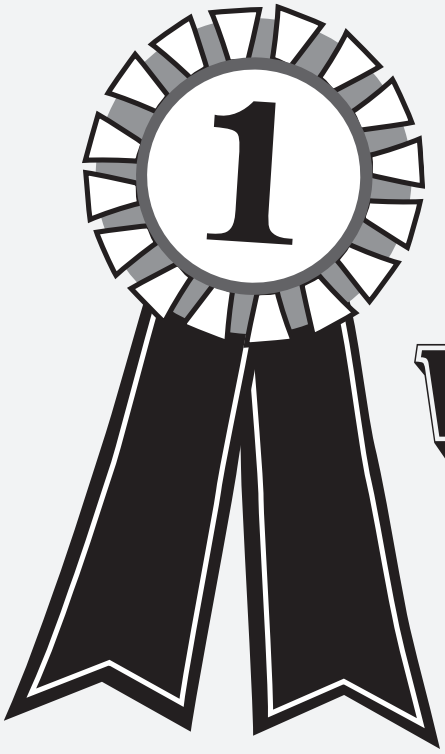
SHARP SHOPPERS' AWARD

Presented to _____ for using money wisely in a single shop.

S. S. A.

SHARP SHOPPERS' AWARD

Presented to _____ for using money wisely in a single shop.



GRAND PRIZE WINNER

SHOPPING SPREE GAME SHOW

Awarded to

_____

a member of the winning team,
whose members used their money wisely.

HOW WELL DID I SHOP?

			
I contributed my ideas and information.			
I asked others for their ideas and information.			
I asked for help when I needed it.			
I helped other members of my group learn.			
I carried through on all my responsibilities.			
I listened to other team members' ideas.			
I consistently worked on my math activities.			
I worked either by myself or with the other members of my group during math activity time.			

As a group member I learned that I...

HOW WELL DID WE SHOP?

			
Did we help each other?			
Did we encourage each other?			
Did we finish our work?			
How well did we teach?			

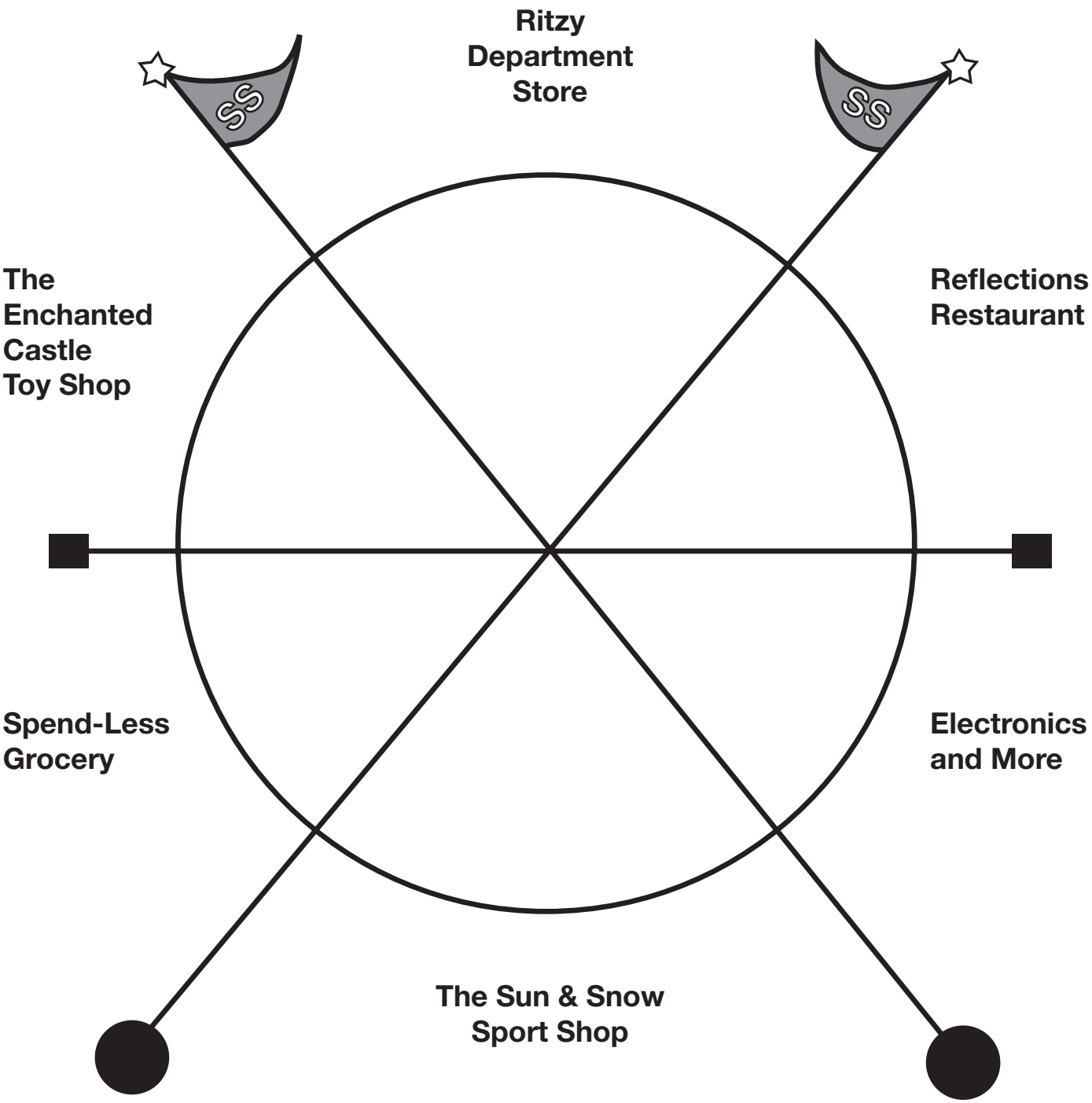
How did we do?


Did I take turns? ☑ one ☐ ☐


Did others take turns? ☑ one ☐ ☐

Next time, one thing we would do differently is...

SHOPPING SPREE GAME SHOW



CALCULATOR GAMES/PROBLEMS - 1
(Optional)

You can use these games/problems before SHOPPING SPREE begins in order to introduce or reinforce calculator skills. Students will discover some interesting number patterns.

Game 1: Man v. Machine

Pair students. One student uses a calculator, the other paperand pencil. Students are timed to do problems like these. This is a good exercise to show students that sometimes paper and pencil can be faster than a calculator. Be sure to explore the strategies the "estimators" use.

6	5	3	1	8	6
3	8	7	4	2	3
+ 4	+ 5	+ 5	+ 5	+ 5	+ 1

Game 2: Reversals

Put a three-digit number into the calculator so that the digits are in descending order. Reverse them and subtract the smaller number from the larger one.

Example: 965 – 569 = 396

Put the result in descending order, reverse and subtract again.

963 – 369 = 594

Continue doing this until you find out what happens. Try the same thing using a four-digit number. Then try a five-digit number.

Game 3: Tricky numbers

Start with any whole number. If it is even, divide by 2; if it is odd, multiply by 3 and add 1. Keep doing this until you see what is happening. Then try some other numbers.

Example: 60

60 ÷ 2 = 30 ÷ 2 = 15 × 3 ÷ 1 = 46 ÷ 2 = 23 × 3 ÷ 1 = 70 ÷ 2 = 35 × 3 ÷ 1 = 106 ÷ 2 = 53 × 3 ÷ 1 = 160 ÷ 2 = 80 ÷ 2 = 40 ÷ 2 = 20 ÷ 2 = 10 ÷ 2 = 5 × 3 ÷ 1 = 16 ÷ 2 = 8 ÷ 2 = 4 ÷ 2 = 2 ÷ 2 = 1

CALCULATOR GAMES/PROBLEMS - 2
(Optional)

You can use these games/problems before SHOPPING SPREE begins in order to introduce or reinforce calculator skills. Students will discover some interesting number patterns.

Game 4: Problem-solving

Using the keys 4, 6, and 8 and the operations + and –, figure out how to get to 264. See who can do it in the least number of steps. Each key pushed on the calculator counts as a step.

(One solution: 846 – 648 = 198 + 64 = 262 + 6 = 268 – 4 = 264
This one uses 18 steps.)

Game 5: Patterns

Divide a one-digit number by 99. Try another one-digit number. Divide a two-digit number by 99. Try another. Divide a one-digit number by 999. Try a two-digit number and a three-digit number. Do you think this will work with 9999 or 99999?

Game 6: Calculator skills

Try problems like these to make students start thinking about checking calculator answers.

$$\begin{array}{r} 237 \\ \times\ 48 \\ \hline \end{array}$$

The end digit of the product is_____ .
How many digits are in the answer?
The estimated product is _____ .

$23\overline{)9712}$

The first digit of the quotient is _____ .
How many digits are in the quotient?

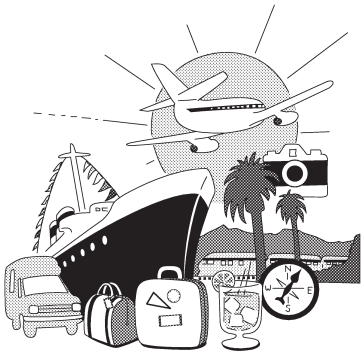
CALCULATOR GAMES/PROBLEMS - 3
(Optional)

You can use these games/problems before SHOPPING SPREE begins in order to introduce or reinforce calculator skills. Students will discover some interesting number patterns.

Problem 1: Camp Summertime

You just spent two weeks at Camp Summertime. You took$45 with you for spending money. During the first week you rode a horse for three hours at $4.50 per hour, and bought candy costing $2.30. You saw a free movie but bought popcorn for $.50. During the second week you went to a fair where you spent $5 to get in and $.80 for cotton candy. You also bought three tickets for rides at $.50 each. On the last day you shared a boat with a friend and split the charges of $12. How much money did you spend altogether? ... How much do you have left? ... Do you have enough money left to buy a souvenir camp pennant for $3.20?

Problem 2: Ms. Frankel's Spending Spree



On March 1 Ms. Frankel had $4,791 in the bank. On March 2 she inherited $3,000 and put that in the bank. She withdrew $600 and bought some clothes. On March 23 she bought some furniture for $800, a Dalmatian for $379, a fur coat for $2,500 and a Persian cat for $387. On March 31 she received her paycheck and put $2,709 in the bank. On April 10 she withdrew $950 and went to Las Vegas. She started gambling with $630. She took home $750. She put this in the bank. The rest of the $950 was spent on food and hotels. On April 21 she bought sails for her yacht costing $1,590. On April 26 she bought five plants for $12.50 each, more clothes for $358, a dog for $126, and a hat for $78. On April 27 she spent $420 on food for her animals. On April 30 she received her paycheck and put $2,500 in the bank. On May 7 Ms. Frankel went on a trip to Europe and spent $3,200. In Europe she also bought one Cocker Spaniel for $13 and a French Poodle for $326. She bought several hats costing a total of $525. How much did Ms. Frankel spend altogether? ... How much money does Ms. Frankel have now?

Answers: *Cut off or cover these final 3 lines if you duplicate this page for students.*

- Problem 1 = Spent $29.60; has $15.40 left ... Yes
- Problem 2 = Ms. Frankel has spent $12,314.50; she has $1,435.50 left.

GAME SHOW WORD TEASERS

Directions: Work from left to right. Turn your calculator *upside down* for the answer.

1. A kind of fire truck equipment. 987654 – 984150 = HOSE (3504)
2. Not a gain but a ... 50 × 11 0 + 7 = LOSS (5507)
3. Mature pigs. 33624 + 6 = HOGS (5604)
4. A _____ cabin. 706 – 99 = LOG (607)
5. Their message is “Honk, honk.” 12345 + 23456 – 465 = GEESE (35336)
6. The capital of Idaho. 456 × 81 – 1828 = BOISE (35108)
7. What do you hear at a slumber party of fifth and sixth grade girls?

   842 × 6385 + 446 = GIGGLES (5376616)
8. What is at the base of windows? 350 × 2 × 11 + 15 = SILL (7715)
9. Are you bilingual? 3 × 5 = SI (15)
10. I have a sole, but people keep pulling my tongue. 200 + 409 x 5 = SHOE (3045)
11. What caused the Arab-Israeli conflict? Hint: Casualty count yields the cause.

1st day	100	
2nd day	428	
3rd day	182	OIL (710)

12. It rings. [(654321 + 3) - 214238] × 2 = BELL (7738)

Extension: Would you like to do some puzzles of your own? *See below.*

- Make a list of numbers which, when turned upside down, become letters.
- Now make words from these letters. (Use pieces of paper so that you can move the letters around.)
- Make up a riddle for one of your words.
- Write an equation to fit the word.

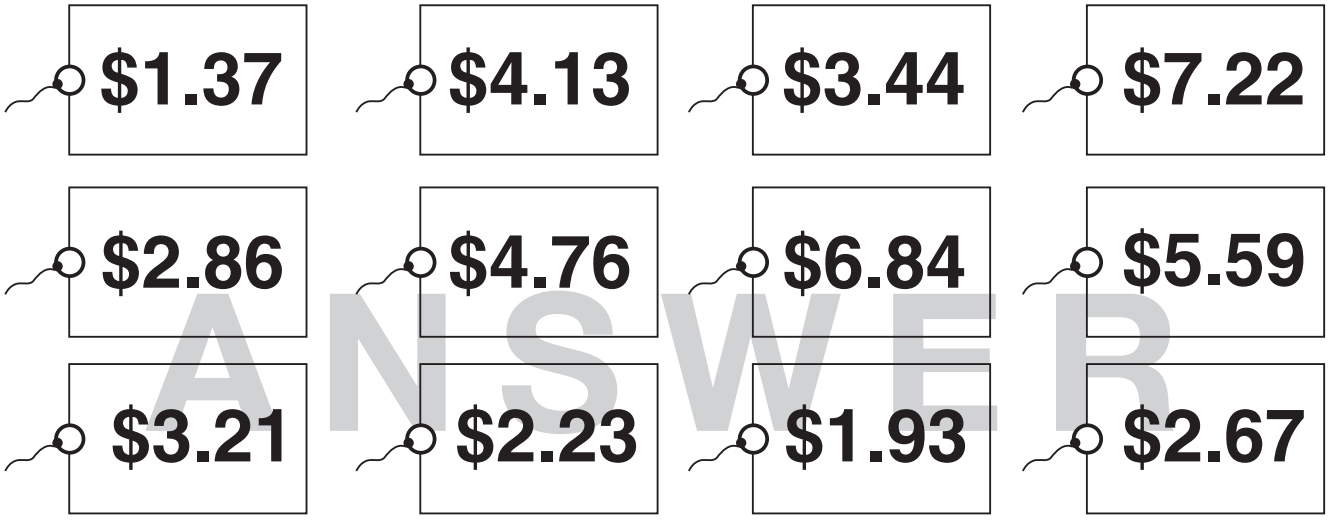
IS THE PRICE RIGHT?

Directions:

- Pair up with a partner and take turns guessing which items can be grouped in order to total a certain amount.
- One person estimates. The second person checks the answer with a calculator.

These answers will vary, depending on items chosen. Challenge students to find more than one answer.

Each price tag represents one item.



1. What combination of prices will come closest to $15.00 without going over?

2. Which two prices will be closest to $5.00 when added together?

3. Which is the largest number of listed amounts that will total $10.00 or less?

4. You can buy up to three items for each price. Can you spend between $11.50 and $12.00? Is there more than one way? See how many combinations you can find.

MAGIC SQUARES

Name:_____

Directions: Why are these squares **magical**? Because the three numbers in each column, row, and diagonal all will add up to the same magic sum. Using your calculator, see if you can discover the missing numbers.

2.2	7.7	6.6
9.9	5.5	1.1
4.4	3.3	8.8

Magic sum = 16.5

7.5	1.25	10
8.75	6.25	3.75
2.5	11.25	5

Magic sum = 18.75

18.4	2.3	13.8
6.9	11.5	16.1
9.2	20.7	4.6

Magic sum = 34.5

5.48	12.33	2.74
4.11	6.85	9.59
10.96	1.37	8.22

Magic sum = 20.55

CENTS PERCENTS - 1

Name:_____

Directions: With a little practice you can compute some percent problems mentally.

1. Here is a collection of percents with **50**, **100**, and **200**.

48% of 100 = 48	26% of 100 = 26	34% of 100 = 34
48% of 200 = 96	26% of 200 = 52	34% of 200 = 68
48% of 50 = 24	26% of 50 = 13	34% of 50 = 17
40% of 100 = 40	20% of 100 = 20	25% of 100 = 25
40% of 200 = 80	20% of 200 = 40	25% of 200 = 50
40% of 50 = 20	20% of 50 = 10	25% of 50 = 12.5

2. Here are some percentages which have common fraction equivalents. Below are some percentage problems.
In **column 1** solve the problems by using **fractions**. In **column 2** solve the problems **mentally**.

	1	2
	25% of 40 = 10	25% of 24 = 6
	25% of 16 = 4	25% of 32 = 8
	25% of 64 = 16	25% of 48 = 12
	25% of 76 = 19	25% of 60 = 15
	25% of 36 = 9	25% of 20 = 5
	20% of 20 = 4	20% of 50 = 10
	20% of 95 = 19	20% of 15 = 3
	20% of 40 = 8	20% of 60 = 12
	20% of 75 = 15	20% of 45 = 9
	50% of 30 = 15	50% of 48 = 24
	50% of 42 = 21	50% of 22 = 11
	50% of 70 = 35	50% of 36 = 18
	50% of 62 = 31	50% of 23 = 11.5
	100% of 39 = 39	100% of 70 = 70
	100% of 23 = 23	100% of 43 = 43
	100% of 20 = 20	100% of 24 = 24

$25\% = \frac{1}{4}$

$20\% = \frac{1}{5}$

$100\% = 1$

$50\% = \frac{1}{2}$

25% of 40 is the same as $\frac{1}{4} \times 40$.

CENTS PERCENTS - 2

Name:_____

3. These are mental calculations with money. ***Placement of the decimal point is the important part.***

5%	of	$ 200	=	$10.00
6%	of	$ 400	=	$24.00
4%	of	$ 50	=	$2.00
5%	of	$ 5	=	$0.25
10%	of	$ 1000	=	$100.00
9%	of	$ 20	=	$1.80
6%	of	$ 200	=	$12.00
4%	of	$ 100	=	$4.00
5%	of	$ 50	=	$2.50
4%	of	$ 7	=	$0.28
5%	of	$ 60	=	$3.00
4%	of	$ 1000	=	$40.00

HOW MANY DIGITS?

Name:_____

Directions: Study each problem. Without figuring out the answer, try to decide how many digits you think each answer should contain.

456 + 793 (4)	4087 – 276 (4)	5 × 794 (4)
134 + 632 (3)	1569 – 362 (4)	9 × 23 × 53 (5)
398 + 845 + 713 (4)	724 – 698 (2)	3 × 423 (4)
2234 + 1234 (4)	5976 – 4210 (4)	7 × 1032 (4)
789 + 987 (4)	6021–5984 (2)	9 × 423 (4)
432 + 721 (4)	796 – 23 (3)	12 × 239 (4)
199 + 796 (3)	4321 – 4059 (3)	22 × 51 × 4 (4)
431 + 8432 (4)	1043 – 987 (2)	93 × 4276 (6)
1924 + 8941 (5)	483 – 96 (3)	11 × 73 × 94 (5)

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Age of Student: _____ (print)

Parent or Guardian: _____ (print)

Signature: _____ Date: _____

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STUDENT GUIDE

SHOPPING SPREE

A game show simulation teaching students to use calculator and estimation skills

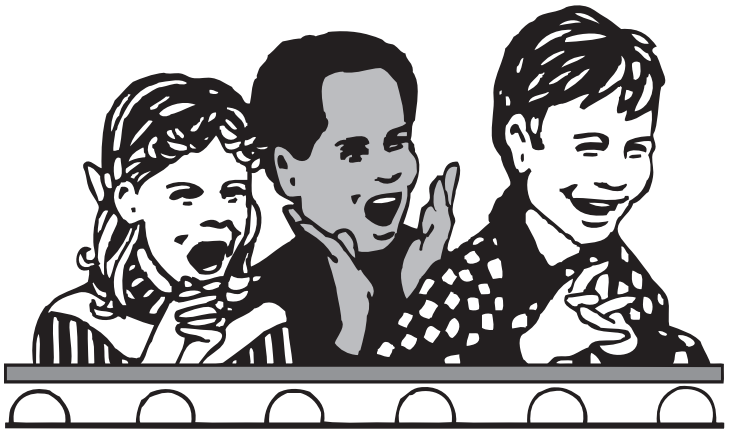
Congratulations! This is your lucky day. You are a winner. You have been selected to be a contestant on a game show simulation called SHOPPING SPREE. Can you believe it? It's true. This game show provides spending money, lots of money, none of which comes from your own hard-earned capital.

You say you've never been too lucky at games or winning money or even doing computations. Well, all of that is going to change, right here and right now!

Game shows are fun to watch, but it is much more exciting to be a participant on the show. To start the game you must go to a TV studio where you will get together with other contestants.

At the studio you will be assigned to a team of three contestants. Each team will compete against eight to 12 other teams to become the GRAND PRIZE WINNER of SHOPPING SPREE.

In order to be successful, you must work cooperatively with members of your team. Each person will play an important role in making decisions, estimations, and calculations. Are you ready for the game show to begin? Let's get started by examining game roles and procedure.



Three SHARP SHOPPERS happy about their winnings!

978-1-56004-448-2

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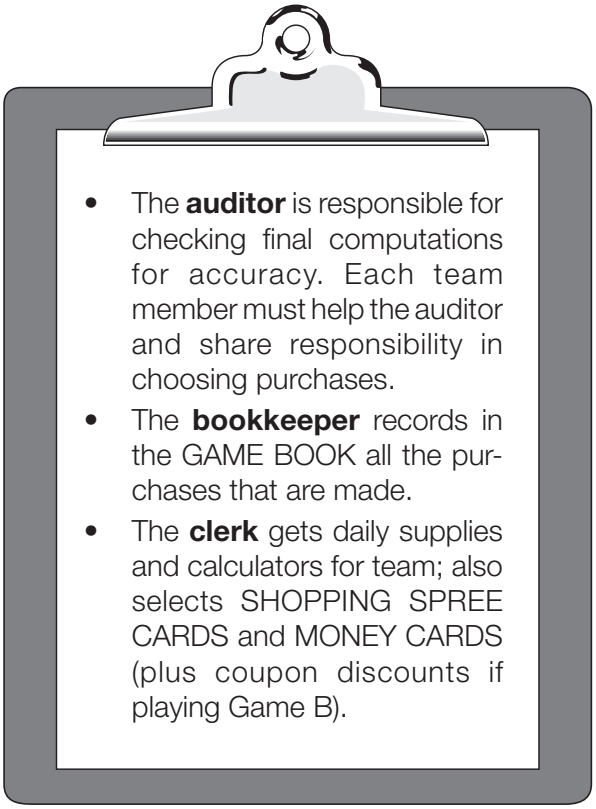
Learn Through Experience

GAME ROLES: Each team has three specific roles with key responsibilities. Every student will get to play different job roles during the shopping spree simulation. The game master (your teacher) will begin by assigning your first role. Later team members will rotate roles so that everyone gets a turn. You will enjoy having different responsibilities as you play the simulation.

Here are the three roles:



- The **auditor** is responsible for checking final computations for accuracy. Each team member must help the auditor and share responsibility in choosing purchases.
- The **bookkeeper** records in the GAME BOOK all the purchases that are made.
- The **clerk** gets daily supplies and calculators for team; also selects SHOPPING SPREE CARDS and MONEY CARDS (plus coupon discounts if playing Game B).

NAMING YOUR TEAM: All of you on your team must get together at the beginning of SHOPPING SPREE and select a name. Here are some examples of names that might appeal to you.

- Skilled Spenders
- Balanced Buyers
- Money Movers
- Capital Circulators
- Cautious Calculators
- Precise Purchasers
- Clever Computers
- Sharp Shoppers
- Brainy Bargainers
- Accurate Accountants
- Prosperous Partners
- Lucrative Leaders

Your group may wish to be creative and make up your own name. If so, let your imagination fly!

GAME PROCEDURE: To begin the actual game, each **team clerk** will choose a SHOPPING SPREE CARD from the deck held by the **game master**. This card will tell your team what store you will visit on your SHOPPING SPREE. Your team will eventually visit and spend money in six shops. *You must purchase a minimum of six different items everywhere you go.*

After selecting the SHOPPING SPREE CARD, the **clerk** then chooses a MONEY CARD. The card tells you how much your team can spend in this shop.

KEEPING RECORDS: Members of your group must keep accurate records of each item you purchase. If you are playing Game B, you will also figure taxes, tips, rebates, and discounts. To help you do this, you will use a calculator. It is important to always spend close to the maximum limit of money at the shop, but *never more than the allotted amount!* Each day the team coming closest to the limit, without going over, will win an award.

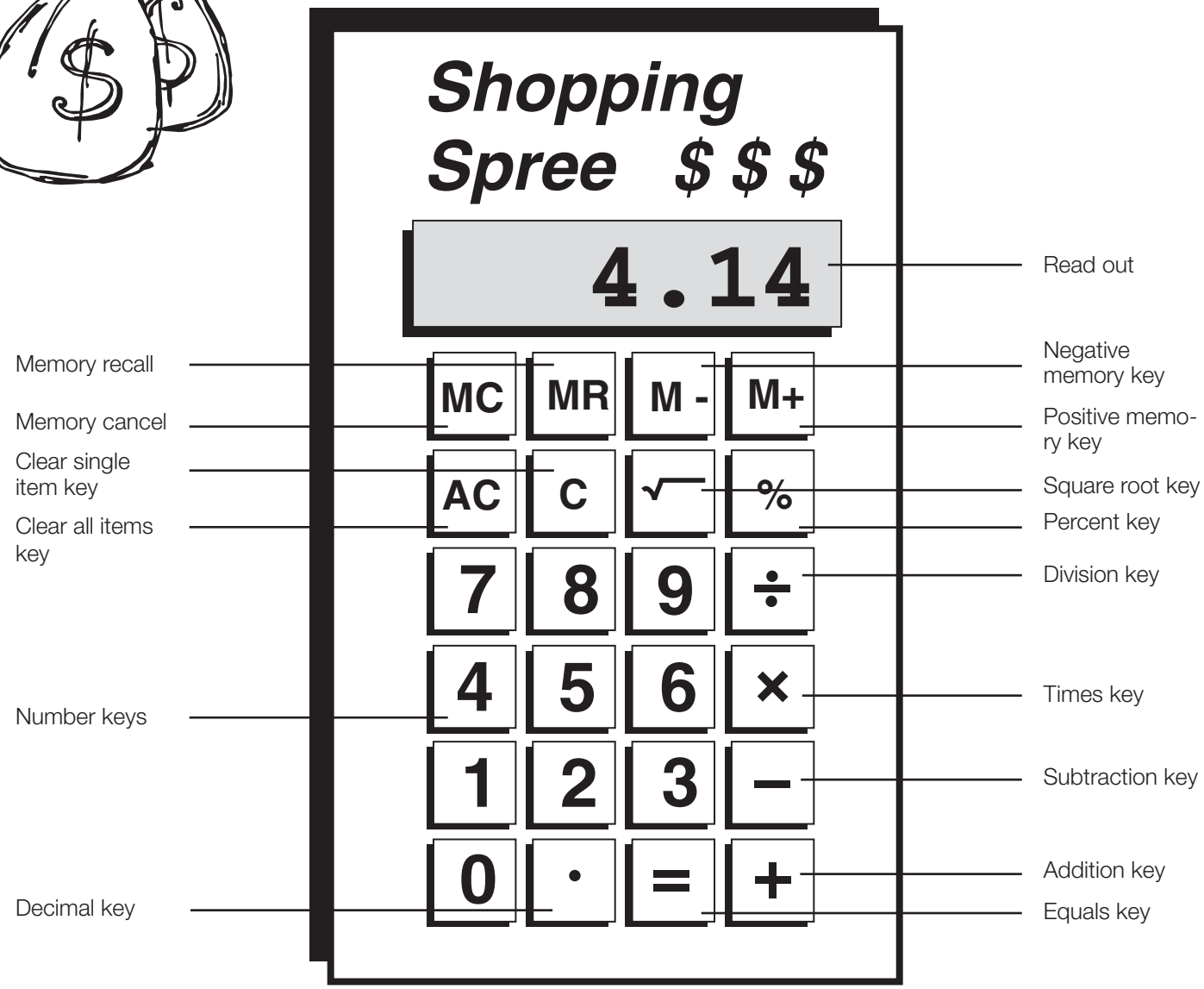
WINNING THE GAME: The Grand Prize Winner of SHOPPING SPREE will be the team who has done the following:

- spent *nearly all* of it's money — but *not one penny more*
- kept clear and accurate records (neatness helps)
- completed the game on time
- cooperated and had good behavior

BEFORE WE BEGIN: The **game master** will give you some calculator word teasers and problem puzzlers. You will use these to get yourself warmed up for the big TV show ahead.

GOOD LUCK!

CALCULATOR BASICS



Your calculator may look different than the calculator which appears above, but the basic functions are similar.

Sample problems: 741 − 258 + 963 = 1446

+ 7894 ÷ 8 = 1167.5

Your teacher will show you how to round off your answer.

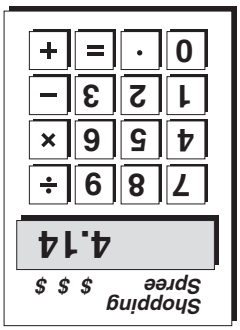
A problem using 6% 22.99 + 3.66 + 15.99 = 42.64

may be worked like this: 42.64 × 6 % (SHOWS 2.5584) (Round up to 2.56)

42.64 + 2.56 = 45.20

GAME SHOW WORD TEASERS

Directions: Work from left to right. Turn your calculator *upside down* for the answer.



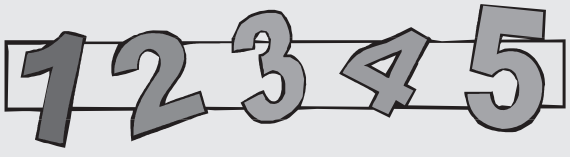
1. A kind of fire truck equipment. 987654 – 984150 =
2. Not a gain but a ... 50 × 110 + 7 =
3. Mature pigs. 33624 ÷ 6 =
4. A _____ cabin. 706 – 99 =
5. Their message is “Honk, honk.” 12345 + 23456 – 465 =
6. The capital of Idaho. 456 × 81 – 1828 =
7. What do you hear at a slumber party of fifth and sixth grade girls ?

   842 × 6385 + 446 =
8. What is at the base of windows ? 350 × 2 × 11 + 15 =
9. Are you bilingual ? 3 × 5 =
10. I have a sole, but people keep pulling my tongue. 200 + 409 × 5 =
11. What caused the Arab-Israeli conflict ? Hint: Casualty count yields the cause.

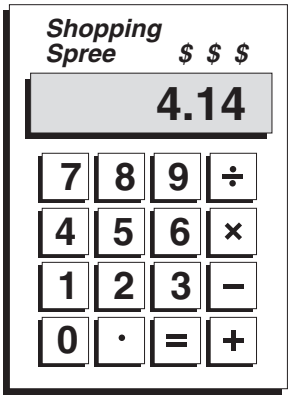
    lst day 100
    2d day 428
    3d day 182
12. It rings. [(654321 ÷ 3) – 214238] × 2 =

Extension: Would you like to do some puzzles of your own? *See below.*

- Make a list of numbers which, when turned upside down, become letters.
- Now make words from these letters. (Use pieces of paper so that you can move the letters around.)
- Make up a riddle for one of your words.
- Write an equation to fit the word.



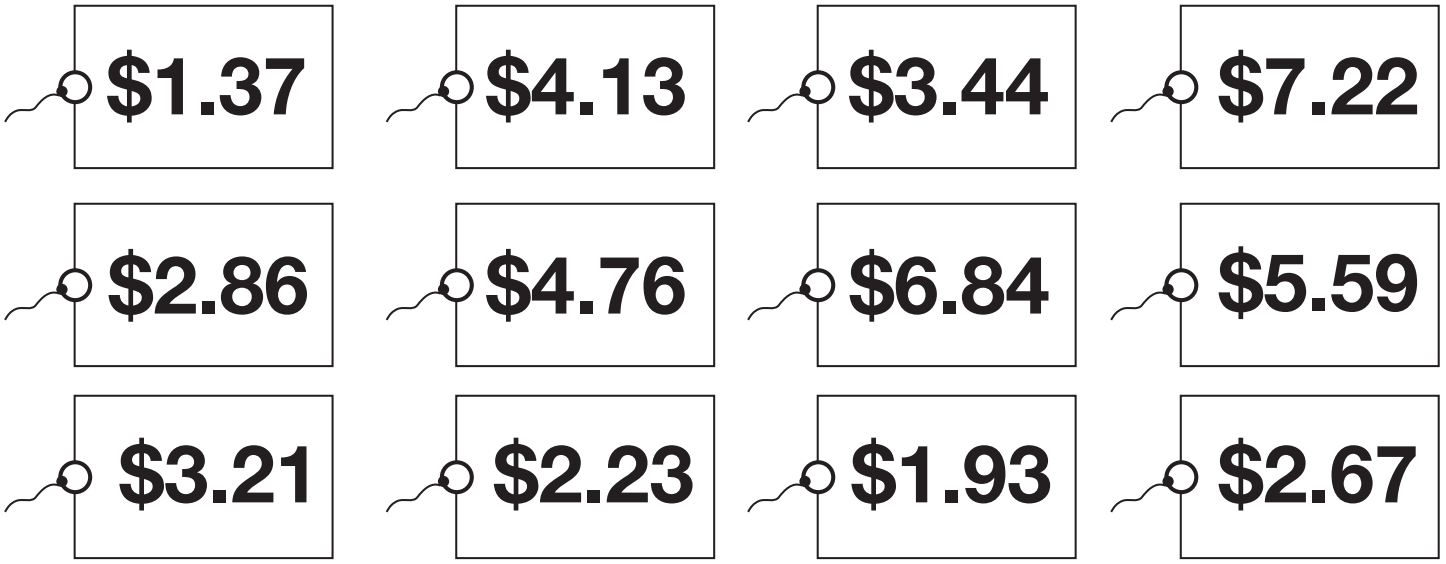
IS THE PRICE RIGHT?



Directions:

- Pair up with a partner and take turns guessing which items can be grouped in order to total a certain amount.
- One person estimates. The second person checks the answer with a calculator.

Each price tag represents one item.



1. What combination of prices will come closest to $15.00 without going over?

2. Which two prices will be closest to $5.00 when added together?

3. Which is the largest number of listed amounts that will total $10.00 or less?

4. You can buy up to three items for each price. Can you spend between $11.50 and $12.00? Is there more than one way? See how many combinations you can find.

ACCOUNT SHEET

Game A: Columns 1–4
Game B: Columns 1–6

Teams have a six item purchase minimum.

Group Name: _____

Shop Name: _____

Money Allotted: _____

1 Item description	2 Item cost	3 #	4 Total cost	5 Adjustment	6 Revised cost
				Subtotal	
				Tax 6%	
				Total	

Under column **1** write what you purchased.

Under column **2** record the item cost.

Under column **3** place the number (#) of items you purchased.

How much did you spend? Multiply column 3 × column 2 and place the answer in column **4**.

In column **5** make adjustment for coupon discounts. (In Game B you must compute percents.)

In column **6** record the revised cost after subtracting the coupon discount or percent. (Game B)

Students:
When your teacher gives you duplicated ACCOUNT SHEETS to fill out, study both pages 6 and 7 in this Student Guide. Doing so will help you understand how you are to fill out the ACCOUNT SHEETS your teacher gives you.

ACCOUNT SHEET

Game A: Columns 1–4
Game B: Columns 1–6

Teams have a six item purchase minimum.

Group Name: _____

Shop Name: _____

Money Allotted: _____

1 Item description	2 Item cost	3 #	4 Total cost	5 Adjustment	6 Revised cost
T-Bone steak	$3.99 lb.	2	$7.98		$7.98
Ground beef	$3.99 lb.	3	$11.97		$11.97
Frying chicken drumsticks	$1.29 lb.	2	$2.58		$2.58
Pop Tarts	$2.79 bx	2	$5.58	-$0.50 *	$5.08
Nestles Quik	$3.99	1			$3.99
Honey Grahams	$2.99	1			$2.99
Corn chips	$2.29	1			$2.29
Potato chips	$3.29	1			$3.29
Orange juice ... 1/2 gal.	$3.49	1		-$0.25 *	$3.24
Yogurt	$ .89	4	$3.59		$3.56
Large eggs ... 1 dozen	$1.49	1			$1.49
Canned corn	$1.99	1			$1.99
Apple sauce	$2.19	1			$2.19
Macaroni and cheese	$2.29	1			$2.29
Peanut Butter	$3.39	1			$3.39
Syrup	$2.49	1			$2.49
Milk ... half gallon	$2.99	2	$5.98		$5.98
Ice cream bars	$3.50 pk	2	$7.00	-$0.50 *	$6.50
Ice Pops	$2.99 pk	2	$5.98		$5.98
Strawberry Jam	$3.69	1			$3.69
				* = coupon	
				Subtotal	$82.96
				Tax 6%	0
				Total	$82.96

If the items you were buying were **not** food items and you had to calculate a **sales tax** of 6%, you would put the following into your calculator:

1. $82.96 **×** 6 **%** (SHOWS 4.98)
2. $82.96 **+** 4.98 **=** 87.94 total

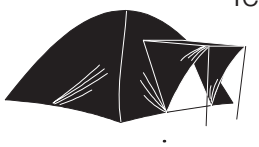
Remember:

- 6% is .06 if you were to multiply without your calculator.
- If you had spent the $82.96 above on items requiring you to pay sales tax, you would owe $87.94. Since you were allotted only $83.00, you would have to remove some items to lower the total that you spent.

Sun and Snow Sport Shop

Summer

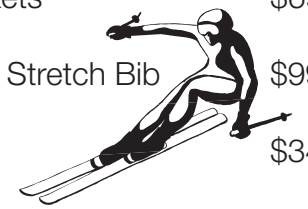
Walley's Wakeboard	$159.99
Water Skis	$129.99
Diving Fins	$12.99
High Power Fins	$34.88
Big Scene Snorkel	$9.99
Super Scuba Mask	$24.99 to $ 6.99
Wet Suit	$59.88
Quality Suit	$119.99
3 Person Rubber Raft	$59.99
Boogie Board	$49.99
Canoes	$259.99 to $589.99
Tennis Racket	$49.99
Tennis Balls	$2.49 a can
Fielders' Gloves	$29.99 to $49.99
Youth Baseball Bat	$29.97 or $69.99
Big Blast	$24.99
B & B Basketball	$19.99
U.S. Class Volleyball	$19.99 to $34.99
City/Mountain Bikes	$250.00 top quality $399.99 superior rating
12 Speed Road Bikes	$89.99 or $179.99



Tents and Camping	
• 2-3 person dome	$44.99
• Family Dome	$179.99
• Extra Lite	$127.49
• Sleeps 6	$119.99
Cot	$27.00
Gas Lantern	$49.99
Outdoor Lantern	$29.99
Gas Stove	$39.88
Fold Out Table	$49.88
Binoculars	$49.99
Fishing Equipment	
• Rod & Reel Combo	$39.99
• Spinning Reel	$14.99
• Salmon Eggs	$3.99
• Power Bait	$4.99
• Fillet Knife	$19.99

Winter

Skateboards	$36.99 to $85.99
Parkas	$129.99
Winter Jackets	$69.99
In The Boot Stretch Bib	$99.99
Ski Gloves	$34.00
Ski Goggles	$19.99
Skis	$150.00 -- $220.00 -- $240.00
Ski Bindings	$59.99 -- $89.99 -- $120.99
Ski Poles	$25.00 -- $35.00 -- $40.00



"Superb food... Impeccable service..."

Reflections Restaurant

Each Dinner Includes:
a basket of delicious hot bread, a generous salad of fresh vegetables, and a choice of baked potato, French Fries, or Rice Pilaf.

Appetizers

Shrimp cocktail	$12.00
Butter 'n clams	$12.00
Fried Zucchini	$5.00
Fruit cocktail	$4.00

Entrees

Premium steaks

Top sirloin	$25.95
Filet Mignon	$27.95
New York	$27.95
Giant T-Bone	$28.95

Dinner Specials

Prime Rib	$29.95
Baked Chicken	$21.95
Pork Brochette	$23.95
Giant T-Bone	$28.95
Hickory BBQ	
Pork Chops	$26.95
Chicken	$23.95
Ribs	$25.95

Children's Specialty

1/4 pound hamburger with cheese, French Fries, and cole slaw	$12.95

Cup of Soup

Soup of the Day	$5.00
Vegetable Soup	$6.00
French Onion	$7.00
Clam Chowder	$7.50

Fish

Catch of the Day	$22.95
Broiled Hailbut, Mahi-Mahi,or Orange Roughy	$30.95
Cajun Shrimp	$32.95
Lobster 'n Butter	$35.95

Why not end your fine meal with one of our scrumptious desserts ?

Desserts

Double Delight Cake	$7.00
Fruit pie	$5.50
(a la mode	$7.50)
Cream pies	$5.00
Scoop of ice cream	$4.50
Hot fudge sundae	$5.50

Ritzy Department Store

"Where service sparkles with a smile ..."

FOR THE KITCHEN

- 16 pc. dinnerware set $129.99
- 14 pc. storage sets $55.99
- Classic 15 pc. cookware set $240.00
- Glassware sale – 16 pc. set $39.99
- BBQ Tools & Gadgets $49.99
- 62 pc. flatware set $159.99

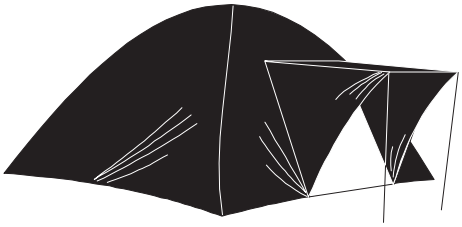
BEDDING

- Ensembles – sheets, quilt, pillows

good	better	best
$249.99	$349.99	$449.99

- Sheet sets

good	better	best
(400 thread count)	(500 thread count)	(800 thread count)
$79.99	$89.99	$119.99



OUTDOOR LIVING

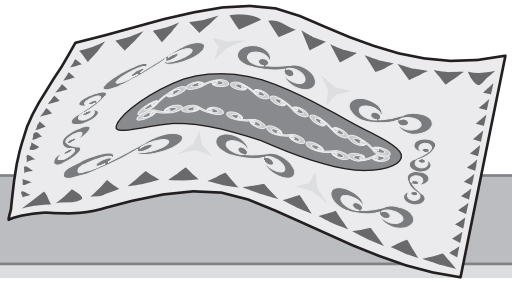
- Queen airbed/double high with pump $149.99
- 10' x 8' family dome tent $169.99
- 42 qt. wheelie cooler $55.95
- 13' x 9' screened pavilion $199.99
- Captain's chair with cup holders $35.95

APPLIANCES

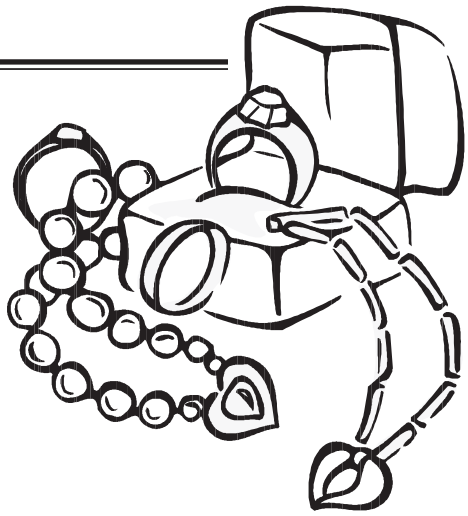
- Microwave .6 cubic ft. $149.87
- Microwave 1.0 cubic ft. $197.87
- Toaster-oven broiler $89.99
- Round waffle maker $35.99
- Toaster-2 slice $19.97
- Ice cream maker $48.96
- 10 speed blender $42.97
- Electric skillet $84.99
- irobot vacuum $399.99

HOUSE DECORATIONS

- Wall art $165.99
- Sofa pillows $35.99 ea.
- Accent rugs $42.99
- Table cloths $89.99



JEWELRY



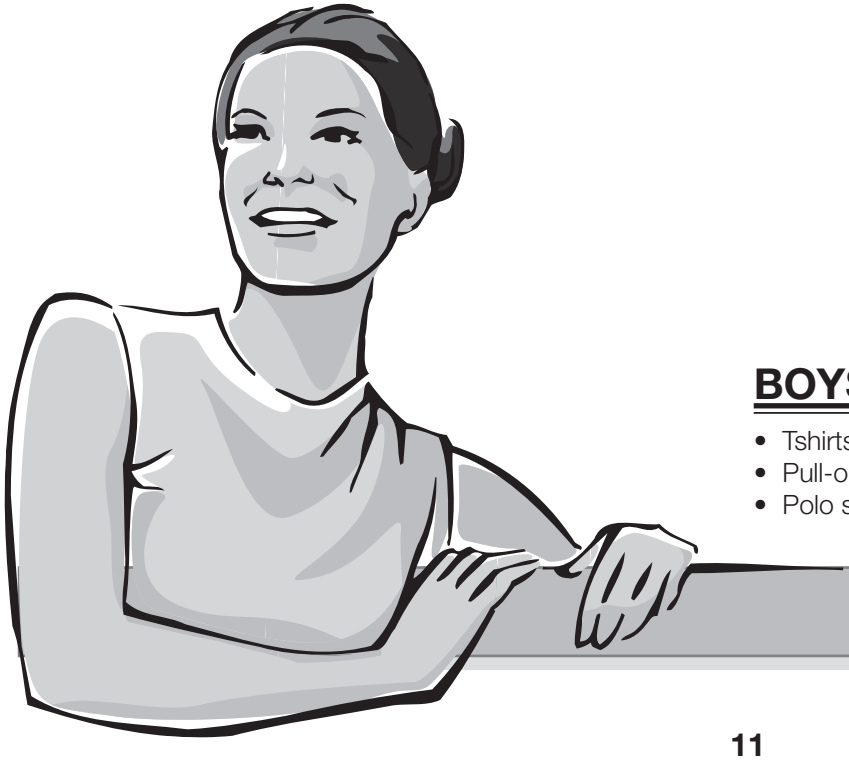
- Famous watches of increasing quality
  $19.57 – $27.97 – $52.97 – $145.67 – $239.98 – $356.98 – $545.67
- Gold rings of increasing quality
  $88.99 – $123.67 – $259.70
- Tennis bracelets of increasing quality
  $129.99 – $213.56 – $398.27 – $568.97
- Genuine gemstone bracelets
  $145.37 – $243.35 – $324.23
- Sterling silver ring, pendant, or earrings $32.00 ea.
- Created ruby or white saphire ring or pendant $432.00 ea.
- 14 K gold necklaces $239.40
- Bangles $3.00 or $5.00

WOMEN'S CLOTHING

- Sportswear tops $23.95 – $54.45 – $98.27
- Knit tank tops $22.98 or $36.14
- Pants—all lengths $23.99 – $31.98 – $47.31
- Skirts—short and long $42.99 – $75.00 – $88.22
- Cotton dresses $56.97 or $85.98
- Sleepware—gowns, tops, and bottoms $26.78 – $35.99 – $53.21

MEN'S CLOTHING

- Polo shirts $33.95 – $42.95 – $51.98
- Tshirts—all designs $20.00 – $54.90 – $78.95
- Swim trunks $36.00 – $42.00 – $48.00



GIRLS' CLOTHING

- Sundresses $16.97 - $23.78 – $53.23 – $72.72
- Sleepware $18.00 – $23.00 – $38.95
- Fashion tops $7.50 – $12.50 – $26.90
- Shorts $7.00 – $12.90 – $27.25

BOYS' CLOTHING

- Tshirts—all designs $18.00
- Pull-on shorts $18.00 or $27.00
- Polo shirts $18.00 – $26.00 – $35.00

SPEND-LESS GROCERY

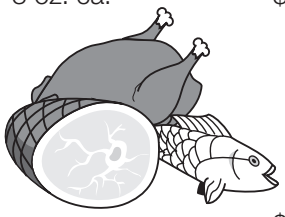
"A national chain of stores providing foods and home products that everyone can afford ..."

MEATS

• Rib-eye steak	$10.49 lb.
• Thick-sliced bacon	$3.49 lb.
• Low-salt bacon	$4.49 lb.
• Ham	$6.99 lb.
• Hot dogs	$2.99 pk.
• Bologna	$2.39 lb.
• Chuck roast	$2.69 lb.
• Chuck steaks	$2.69 lb.
• Ground beef	$3.99 lb.
• Whole chicken fryer	$1.69 lb.
• Best of the fryer	$2.39 lb.
• Chicken patties	$2.99 pk.

FISH

• Shark fillets	$5.99
• Cod fillets	$5.99
• Orange Roughy fillets	$7.99
• Snow crab legs	$7.99
• Raw shrimp	$6.99
• Lobster tails—3 oz. ea.	$4.99

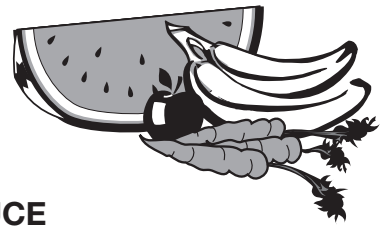


FROZEN

• Fish sticks	$2.99
• Lasagna	$1.89
• Chicken/beef/turkey pot pie	$2.29
• Cookies 'n' Ice Cream—1.75 qt.	$3.49
• Sundae cones	$3.59 pk.
• Fruit bars	$2.39 pk.
• Waffles	$1.29 pk.

DAIRY PRODUCTS

• Low-fat milk	$2.99
• Chocolate milk	$1.79
• Cottage cheese	$1.99
• 4 pk. snack yogurt	$3.69
• Yogurt pre-stir	$0.89
• Ready whip cream	$2.49
• Tillamook cheese	$3.19 lb.
• Edam or Gouda cheese	$8.50 lb.
• Cheddar cheese	$4.99
• String cheese	$3.29
• Fresh eggs—carton	$1.49



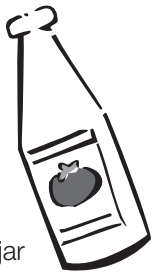
PRODUCE

• Pineapple	$2.99 ea.
• Peaches	$1.99 lb.
• Grapes	$1.99 lb.
• Watemelon	$0.39 lb.
• Apples	$0.99 lb.
• Oranges	$1.50 lb.
• Bananas	$0.79 lb.
• Green beans	$1.50 lb.
• Lettuce	$1.49 ea.
• Carrots	$0.49 lb.
• Potatoes	$0.99 lb.
• Cherry tomatoes	$2.49 box
• Celery bunch	$1.49 ea.
• Corn on the cob	$0.69 ea.

Every day we think of you at SPEND-LESS!

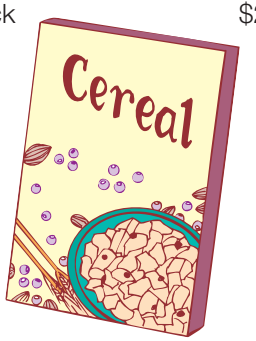
CANNED AND PACKAGED

• Mayonnaise	$2.59 jar
• Mustard	$1.49 jar
• Dill pickles	$2.79 jar
• Spaghetti	$1.19 can
• Chili with beans	$1.99 can
• Beef stew	$2.99 can
• Canned corn	$1.99 can
• Peanuts	$4.39 can
• Peanut butter	$3.39 jar
• Apple Juice—9 pack	$3.89
• Cranberry juice—4 pack	$3.69
• Grape juice—8 pack	$2.29
• Large orange juice	$1.79
• Soda pop—6 pack—all varieties	$1.69
• Potato chips	$3.29
• Catsup	$2.19
• Plckle relish	$1.89 jar
• Tuna—large	$3.69 can
• Macaroni and cheese	$2.29 box
• Refried beans	$1.19 can
• Sloppy Joe	$0.99 can
• Canned peas	$0.49 can
• Strawberry jam	$3.69 jar
• Pop corn	$2.69 bag
• Corn chips	$2.29 bag



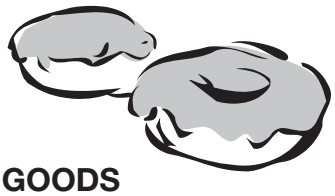
CEREAL & BREAKFAST

• Honey n' Oat	$2.49 box
• Choc-o-flakes	$2.49 box
• Crispies	$2.99 box
• Poptarts—8 pack	$2.79



COOKIES

• Fudgebars—16 oz.	$4.29 box
• Chocolate chips—15 oz.	$2.99 box
• Raisin cookies—12 oz.	$3.49 box
• Graham Crackers	$2.99 box

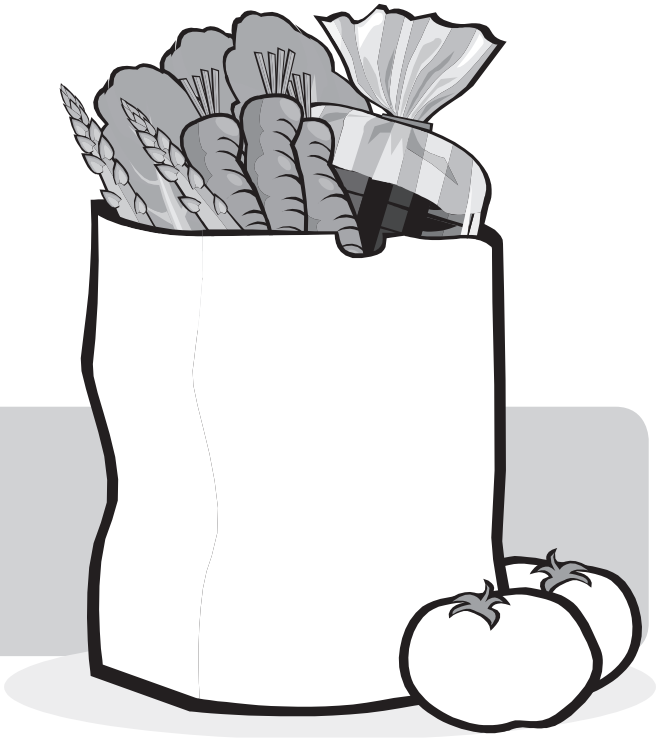


BAKERY GOODS

• Sweet rolls	$2.99 pk.
• Turnovers	$2.99 pk.
• Danish	$3.49 pk.
• Pecan rolls	$1.59 pk.
• Chocolate brownies	$2.99 pk.
• Bread—freshly baked	$1.15 loaf
• Cakes—decorated	$4.99 ea.
• Angel food cake	$2.50
• Fruit pies	$ 2.00 ea.
• Cookies (bakery)	$0.59 ea.
	$2.00 1/2 doz.
• Donuts	$0.75 ea
	$4.99 doz.

Our friendly clerks are ready to help you any time...

Just ask!



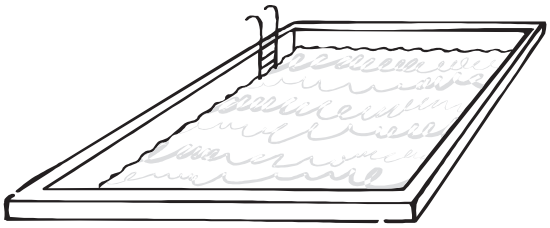
We cut our prices for YOU!

The Enchanted Castle Toy Shop

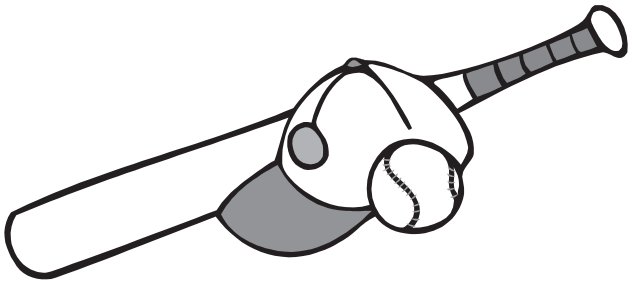
"We take you into different worlds..."

Outdoors

- Waterslide—25 feet long $19.99
- 12 foot round x 36 inch deep pool $139.99
- Pool toys—Whale or Gator to ride in pool $14.99
- Surfskate $11.98



- Sun glasses —Cool Shades $9.99
- Slam Dunk Basketball $6.99
- Batting T set $24.99
- Big League Baseball glove $19.99
- Hot Dogger Belly Board $9.99
- Hit Away Monster Tetherball $29.99
- Soccer ball $19.99
- Bean bag toss $29.99



Your back yard can become your practice field!

Games

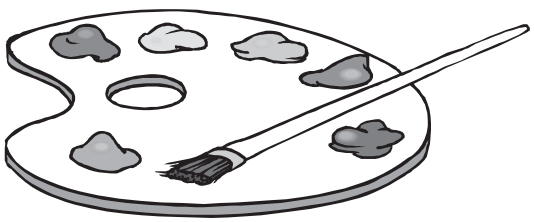
- Sorry $14.29
- Rubiks cube $10.89
- Srabble $14.99
- Monopoly $10.89
- States and Capitals $16.99
- Pictionary Jr. $20.00
- Are You Smart $19.99
- Family Games $9.99
- Dart Board $18.75
- All-Star Softball for boys & girls $15.76

Hobbies

- Baseball Card Collection Starter Kit
  Get yourself started on this exciting hobby devoted to America's favorite pastime $13.97

- Gem Collection Starter Kit
  Includes book on history of gems, some starter stones, and directions how to build your collection $9.98

- The Picasso Palette Paint Set
  All you need to become a creative artist: palette, paints, smock, scenes and faces to paint easel $33.99



Toys

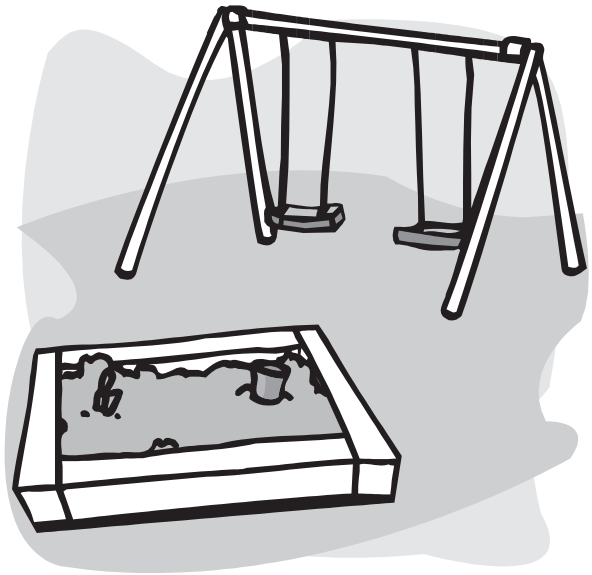
- Hot Wheels ... 5-pack Super Racers $4.99
- Speed Guzzlers ... Stunt Racer with batteries $22.99
- Battery powered jeep goes up to 5 MPH (for ages 3-5) $54.99
- Transformers $11.99
- Robot Heroes $6.99
- Transformers Van $19.98
- Transformer Mutant $39.98
- Serpent/Shark jump $19.99
- LEGO sets $26.99 – $59.99 – $99.99

Batteries

- 9 volt $5.54
- C-2 pack $5.54
- AA-4 pack $6.99

Energy and Imagination

- Mini basketball hoop $24.99
- Gym set: swings and slides for the family with treehouse with slide $407.00
- Super Sandbox $59.99
- Play sand for above box—50 lb. bag $15.88



Wheels

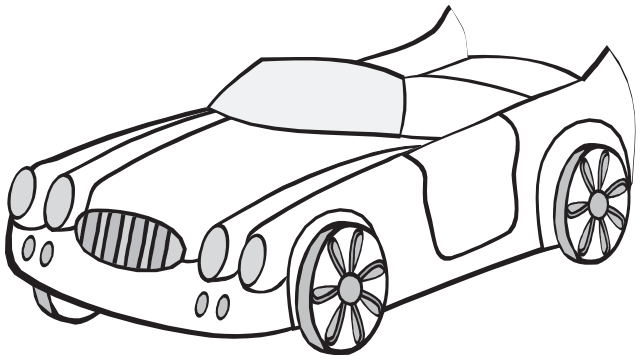
- Challenger Scooter with streamers and mag wheels $49.99
- Tricycle in many colors: blue, black, green $49.99
- Unicycle in shining chrome $88.88
- Girls' 20" Rough Rider $99.99
- Boys' 20" Rough Rider $74.99
- Bike helmets $29.99 or $39.99

Skates

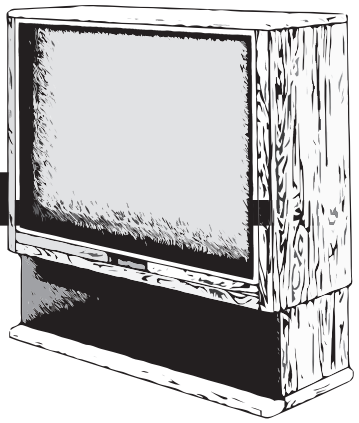
- Rollerblades $47.99
- Skateboard $24.99 or $34.99

Dolls

- Mom and baby son $8.99
- Old fashioned doll from 19th century America $94.59
- Fun to Dress Barbie clothes pack $12.99
- Barbie Convertable $24.98



ELECTRONICS AND MORE



HD TELEVISION

- 46" LCD $1499.99
- 40" LCD $799.99
- 32" LCD $549.99

MOBILE PHONES

good	better	best
$79.99	$299.99	$649.99

WATCH AND LISTEN

- DVD sale $7.50 or $10.50
- Music releases $12.99 or $20.99

ENTERTAINMENT SOLUTIONS

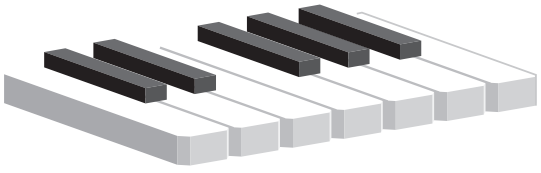
- Soundbar Speaker System $249.99
- 5-piece home theater speaker set $549.99
- Outdoor speakers $129.99
- Universal remote $129.99

ON THE GO—GPS

good	better	best
$189.99	$399.99	$529.99

QUALITY EQUIPMENT

- Electronic keyboard
  - 12 rhythms and 8 preset tones $98.29
  - 49 keys and 40 preset sounds $199.99
  - 32 keys and 8 preset sounds $69.99



- Compact Disc players

good	better	best
$147.99	$197.99	$249.99

- Headphones

good	better	best
$34.99	$49.99	$59.99

Portable DVD Player
2 screens and car charger
ONLY $165.00

STOCK UP—ALL $10.99!

- 10 pack AA or AAA batteries
- 6 pack C or D batteries
- 3 pack 9 volt batteries