

ABOUT THE AUTHOR

Janie Haugen, B.S.E.

Ms. Haugen is Vice President of Product Development at PCI. She draws on her years of teaching and administrative experience to develop “real-life” innovative programs that teach life skills to children with and without developmental disabilities. Her programs are also effective for teenagers and adults with developmental disabilities and learning differences. They are proven effective in elementary inclusion programs, secondary life skills courses, adult basic skills classes and in a wide range of other learning environments. Ms. Haugen’s teaching methods benefit people of various ages and educational abilities who need a “hands-on” approach to learning.

ABOUT THE DESIGNER

Larry C. Felder, B.F.A.

Mr. Felder is Vice President/Creative Director at PCI. He has headed PCI’s creative team since the company’s inception in 1991. His contribution is not limited to the exceptional design capabilities and professional look he brings to all PCI products. Mr. Felder has tutored children and adolescents with learning differences and he uses that experience to design products that are functional for persons of varying educational abilities.

ABOUT THE ILLUSTRATOR

Barry Mullins

Mr. Mullins is a consultant illustrator for PCI and has over twelve years of experience. His realistic illustrations of common food products found at a grocery store add a visual teaching element to this program which assists individuals with limited or no reading skills.

PRODUCTION

Computer Production Robert Cordova
Editing Happy Von Dohlen

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COMPONENTS

4 SHOPPING BASKET PLAYING MATS

Easy-to-clean laminated surfaces
Large print for easy readability
Color-coded spaces match categories on Draw Cards

96 DRAW CARDS

8 categories with 12 cards for each food section
Large print for easy readability
Color-coded Draw Cards match categories on Playing Mats
Full-color illustrations for nonreaders and visual learners

1 DRAW/DISCARD GAME MAT

Easy-to-clean laminated surface

1 “BIG DIGIT” CALCULATOR

Large finger pads for ease of use
Large easy-to-read digital screen

1 ADDITION SHOPPER SCORE SHEET PAD

Easy-to-follow design for “*Pay For Groceries*” Teaching Game
Large print for easy readability

1 SUBTRACTION SHOPPER SCORE SHEET PAD

Easy-to-follow design for “*Watch Your Budget*” Teaching Game
Large print for easy readability

1 “BUDGET SLIPS” BLACKLINE MASTER

Dollar amount slips for tailoring program to varying budgets

4 “WALLET” ENVELOPES

Envelopes hold budget slips, money and blank checks

2 CHECK PADS

50 realistic checks

REALISTIC BILLS AND COINS

Plastic storage bag
1, 5, 10 and 20 dollar bills
Quarters, dimes, nickels and pennies

1 DIE

4 PENCILS

1 TEACHER’S GUIDE

INTRODUCTION

Shopping Basket – Grocery Store, developed by PCI's Janie Haugen, is an innovative budgeting program that gives participants an effective way to practice "real-life" math skills. Participants keep track of the dollar amount they are spending when shopping at a grocery store as they learn the importance of "staying in budget."

Ms. Haugen found that some individuals do well when asked to add the prices of food purchases together as they shop. Other students understand the budget process better when asked to subtract the food prices from a starting budget. *Shopping Basket – Grocery Store* features both methods which gives teachers more flexibility to tailor instruction to individuals with varying math abilities. Many individuals whom Ms. Haugen taught in the classroom benefitted from using a calculator with large finger pads and an easy-to-read digital screen when they went shopping at the grocery store. Thus, PCI has included a "Big Digit" calculator.

Participants pretend they are in a grocery store while the *Shopping Basket* game is being played. They select food items to buy from a deck of 96 food Draw Cards and put the foods on their "shopping basket" playing mats. This fun grocery store game is divided into eight categories with twelve food products each. The full-color illustrations and large type on the Draw Cards offer an excellent way for players to learn to identify and pronounce the common food items.

The "Pay For Groceries" teaching game uses Addition Shopper score sheets and all players start with the same dollar amount budget. Participants are given a "Wallet" Envelope with either cash or a blank check so they can pay for food purchases at the end of the game. The shoppers are asked to fill all six spaces on their playing mats by purchasing six food items from six different food categories. They use the "Big Digit" calculator to keep a "running total" of the money spent. When all six categories on the "shopping basket" playing mat are filled, players check to see if they have "stayed in budget." Players then pay the Game Monitor for the grocery purchases with cash or a personal check.

The "Watch Your Budget" teaching game uses Subtraction Shopper score sheets and all players start with the same dollar amount budget. The shoppers are asked to fill all six spaces on their playing mats by purchasing six food items from six different food categories. They write the beginning budget amount on the top of the Subtraction Shopper score sheet. As each food item is purchased, they use the "Big Digit" calculator to keep an eye on the remaining balance of money. If a participant fills all six categories on his or her mat without running out of money (going "Bust,") he or she has "stayed in budget."

There are optional ways to play *Shopping Basket – Grocery Store* noted throughout the directions in the two games. Participants who have progressed to a better understanding of checking the prices of foods before buying them will be ready for more challenging formats. After they have played the games for a while, it will become apparent to many players that some of the food items have higher prices than others. Allowing players to choose whether to purchase lower or higher priced food items will help them better understand the type of "money management" decisions that have to be made when shopping at a grocery store in the community.

Shopping Basket – Grocery Store teaches participants the importance of not choosing more food items than their grocery budget allows. This important life skill hopefully will help them to avoid the embarrassment of having to put items back at the checkout counter. This money math program focuses on skills such as: staying in a budget, performing simple addition and subtraction, paying with cash or a personal check and using a calculator.

“PAY FOR GROCERIES”

The “Addition Shopper” Game

HOW TO PLAY

1. GET BEGINNING BUDGET AMOUNT: The Game Monitor selects a beginning budget “for all players to use” from the “Budget Slips.” The lower the beginning budget amount, the more challenging it will be to play the game. Ask participants to write the beginning budget amount (e.g., \$11.00) by “My Budget Today is” to the right of the (\$) on the top of their Addition Shopper score sheet.

Optional Way To Play: Game Monitor places the “Budget Slips” face down and asks players to select one of the slips. Each player writes the dollar amount from his or her “Budget Slip” (e.g., \$8.50, \$14.25, \$15.00) by “My Budget Today is” on the top of their Addition Shopper score sheet.

2. DISTRIBUTE “WALLET” ENVELOPES: Hand out the “Wallet” Envelopes that were prepared by the Game Monitor before the game began.

3. SELECT DRAW CARDS: The first player takes the top card from the Draw Card pile and compares it to his or her “shopping basket” playing mat.

a. IF THE PLAYER KEEPS THE DRAW CARD: If the category on the Draw Card is on the player’s playing mat, he or she has to buy the food item. The player places the Draw Card face up on the matching space on the playing mat. The price of the food item is written down on the Addition Shopper score sheet by #1 – “Put Food in Shopping Basket” to the right of the (\$) (see example score sheet on right).

Optional Way To Play: If players have a low starting budget amount such as \$8.50 or \$9.00, they can be allowed to choose whether or not they want to buy a particular food item. For example, a player who has played the game several times might remember that the Hamburger Patties are the most expensive meat and might not want to buy it because it would most likely make him or her go “over budget.” The person could place the Hamburger Patties Draw Card on the Discard Pile and the game continues with the next player.

b. IF THE PLAYER DISCARDS THE DRAW CARD: If the category on the Draw Card is not on the player’s playing mat, the Draw Card is placed face up on the Discard Pile. Counsel any player who becomes upset if he or she does not get to place a Draw Card on playing mat. The game resumes with the next player’s turn. After a Draw Card is placed on the Discard Pile, the next player has the option to take the discarded Draw Card or select a new Draw Card from the main deck.

4. PLAYERS FILL “SHOPPING BASKETS” WITH FOOD: Play moves to the second player and participants take turns selecting their first Draw Cards. When all players have had one turn, they begin their second turns in the same manner. After players have filled the #1 space, they write the price of the second food item by the dollar sign on #2 on the score sheet. The calculator is used to **add** the price by #2 to the price on #1 to get a subtotal. Prices are added onto the score sheet in the same manner as additional food items are purchased.

5. WHEN “SHOPPING BASKET” IS FULL: When a player places the sixth food item in his or her “shopping basket,” the shopping portion of the game is over for him or her. The person **adds** #6 to the previous subtotal on #5 to get a total amount of “Money To Pay.” The Game Monitor checks all addition on the score sheet for accuracy. If an error is found, the player is asked to add the food prices again.














Optional Way To Play: When a player places the sixth item on the playing mat, the game stops until he or she has finished adding the last two prices. If the total on “Money To Pay” is over that person’s budget, he or she can erase the amount on #6 and put the card on the discard pile. The player then rejoins the game to try and get a cheaper priced product for #6. The player does not get to draw again until his or her next turn. Play resumes with the next player.

6. CHECK TO SEE IF STAYED IN BUDGET: After arriving at the ending total of “Money To Pay,” the player is asked to compare the dollar amount actually spent with the “Budget” dollar amount given at the start of game. The person should mark the results of “Yes” or “No” on the bottom of the score sheet.

7. PAY FOR GROCERIES: The player removes the cash or blank check from his or her "Wallet" Envelope and pays the ending dollar amount total to the "Banker." (If the person went over budget and is paying with cash, he or she may need to "put back" some of the food items by crossing out one or two purchases from the score sheet until a dollar amount is reached that is within the player's wallet or budget).

8. DETERMINING A WINNER: The first person to correctly fill all SIX categories on his or her "shopping basket" playing mat while "staying in budget" is the true winner. That person should also correctly complete the process of paying for the groceries. Other players should continue playing so they get the opportunity to finish the shopping trip and hopefully "stay in budget."

**EXAMPLE SCORE SHEET FOR
"PAY FOR GROCERIES" – Addition Shopper**

		NAME: <u>Lucas Risner</u>
+ Addition Shopper		My Budget Today is: <u>\$ 11.00</u>
1. Put Food in 		\$.39
2. Put Food in 	+	\$ 1.16
		= \$ 1.55
3. Put Food in 	+	\$ 1.27
		= \$ 2.82
4. Put Food in 	+	\$ 2.10
		= \$ 4.92
5. Put Food in 	+	\$ 2.19
		= \$ 7.11
6. Put Food in 	+	\$ 3.33
Money to Pay 	=	\$10.44
 PAY FOR GROCERIES		
Did you stay in your budget? Yes <input checked="" type="checkbox"/> No <input type="checkbox"/>		

“WATCH YOUR BUDGET”

The “Subtraction Shopper” Game

HOW TO PLAY

1. GET BEGINNING BUDGET AMOUNT: The Game Monitor selects a beginning budget “for all players to use” from the “Budget Slips.” The lower the beginning budget amount, the more challenging it will be to play the game. Ask players to write the beginning budget amount (e.g., \$12.00) next to “Today’s Budget” to the right of the (\$) on the top of their Subtraction Shopper score sheet.

Optional Way To Play: Game Monitor places the “Budget Slips” face down and asks players to select one of the slips. Each player writes the dollar amount from his or her “Budget Slip” (e.g., \$9.00, \$13.75, \$15.00) by “Today’s Budget” on the top of their Subtraction Shopper score sheet.

2. SELECT DRAW CARDS: The first player takes the top card from the Draw Card pile and compares it to his or her *Shopping Basket* playing mat.

a. IF THE PLAYER KEEPS THE DRAW CARD: If the category on the Draw Card is on the player’s playing mat, he or she has to buy the food item. The player places the Draw Card face up on the matching space on the playing mat. The price of the food item is written down on the Subtraction Shopper score sheet by #1 – “Put Food in Shopping Basket” next to the (\$) (see example score sheet on right). The calculator is used to **subtract** the price of #1 from original “Today’s Budget” amount. The new amount will be a subtotal of the money they have left in their budget. The player writes the balance on the space next to the calculator and (=) to the right of the (\$).

Optional Way To Play: If players have a low starting budget amount such as \$8.50 or \$9.00, they can be allowed to choose whether or not they want to buy a particular food item instead of having to buy as in the original version. For example, a player who has played the game several times might remember that the Hamburger Patties are the most expensive meat and might not want to buy it because it would most likely make him or her go “over budget.” The person could place the Hamburger Patties Draw Card on the Discard Pile and the game continues with the next player.

b. IF THE PLAYER DISCARDS THE DRAW CARD: If the category on the Draw Card is not on the person’s playing mat, the Draw Card is placed face up on the Discard Pile. Counsel any player who becomes upset if he or she does not get to place a Draw Card on playing mat. The game resumes with the next player’s turn. After a Draw Card is placed on the Discard Pile, the next player has the option to take the discarded Draw Card or select a new Draw Card from the main deck.

3. PLAYERS FILL “SHOPPING BASKETS” WITH FOOD: Play moves to the second player and participants take turns selecting their first Draw Cards. The second through fifth food items are placed in their “shopping baskets” in the same manner as above.














Optional Way To Play: When a player places the sixth item on the playing mat, the game stops until he or she has subtracted the price on #6 from the subtotal on #5. If there is not enough money left to make the transaction, he or she can erase the price on #6 and put the card on the discard pile. He or she then rejoins the game, trying to draw a less expensive product for #6. The player’s turn is over and play resumes with the next player.

4. WHEN “SHOPPING BASKET” IS FULL: When a player places the sixth food item in his or her “shopping basket,” the shopping portion of the game is over for him or her. The person **subtracts** #6 from the previous subtotal on #5 to get a total amount of “Money Left.” If the sixth food purchase will leave a player with a negative balance, the person has gone “Bust” and the player is out of the game. The person should check the box “No” on the question, “Did you stay in your budget?” at the bottom of the score sheet.

Note: The Game Monitor checks all subtraction on the score sheet for accuracy. If errors are found, the player is asked to subtract the prices again.

5. DETERMINING A WINNER: The first person to correctly fill all SIX categories on his or her “shopping basket” playing mat without “going over budget” is the true winner. Other players should continue playing so they get the opportunity to finish the shopping trip and hopefully “stay in budget.”

**EXAMPLE SCORE SHEET FOR
"WATCH YOUR BUDGET"- Subtraction Shopper**

SHOPPING BASKET		NAME: <u>Russell Freed</u>	
— Subtraction Shopper			
Today's Budget		\$ 12.00	
1. Put Food in 	—	\$ 2.79	
		= \$ 9.21	
2. Put Food in 	—	\$.79	
		= \$ 8.42	
3. Put Food in 	—	\$ 2.46	
		= \$ 5.96	
4. Put Food in 	—	\$ 1.29	
		= \$ 4.67	
5. Put Food in 	—	\$ 2.69	
		= \$ 1.98	
6. Put Food in 	—	\$ 1.59	
Money Left 	=	\$.39	
WATCH YOUR BUDGET			
	Did you stay in your budget? Yes <input checked="" type="checkbox"/> No <input type="checkbox"/>		

BUDGET SLIPS
(Blackline Master)

Your food
budget is:



\$8⁵⁰

Your food
budget is:



\$12⁰⁰

Your food
budget is:



\$9⁰⁰

Your food
budget is:



\$13⁰⁰

Your food
budget is:



\$11⁰⁰

Your food
budget is:



\$15⁰⁰

Your food
budget is:



\$

Your food
budget is:



\$
