

Modified Instructions for Shopping List

Shopping List is a memory game that also develops personal and social skills. The goal is to be the first to fill your cart with all of the items on your shopping list. The game comes with 4 cardboard carts, 4 shopping lists and 32 item cards, all beautifully illustrated with dry erase surfaces. It is designed with the objective to have players fill a trolley with the items on their shopping list. However, there are multiple games and activities that can be played with these materials to meet the specific needs of your learners.

Fill Your Cart

Age/Skill Level: Pre-K to Grade 2

Number of Players: One student with one teacher

Object: To fill your cart with items that are in the same class or category

Skills: scanning, identifying items by class or category

Materials needed: Trolley card and item cards (remove the shopping lists for this game)

Prep: Set aside items that are in the class/category you are working on with your learner. This may require the use of booster packs or creating & printing out some of your own items

Sample Categories: Fruits, vegetables, clothing, things you wear on your feet, drinks, items used for cleaning

Instructions:

- The learner chooses a trolley.
- Spread item cards out on playing surface, face up.
- Teacher tells learner what category to search for (can use verbal prompt or textual prompt).
- You may want to inform the learner of how many items they are searching for (since not all categories will have 8 item cards available).
- Once the cart has the appropriate item.....

Considerations:

- The number of item cards placed on the table should be adjusted to meet your learner's current skill level with scanning.
- Cards should be arranged in a messy array.



Price Check

Age/Skill Level: Grades 1-4

Number of Players: 1-4 players

Object: To quickly match desired items to prices listed in sales circulars and to determine if the price listed in the sales circular is a good price for the product

Skills: Using references, matching amounts, comparing amounts

Materials needed: Sales circular from local grocery store, dry erase markers or stickers with prices, item cards

Prep: Collect sales circulars. Pull out item cards that match items that can be found in that week's circular. Mark item cards with prices, either by writing on them with fine-tip dry erase marker or by putting a sticker on the back of the item card with the price marked.

Instructions:

- Each learner chooses a trolley.
- Each learner receives a copy of the sales circular along with the item cards they need to price check.
- The learner compares the price listed on the card to the price in the sales circular. If the amount on the item card is the same as or more than the amount listed on the circular, the learner places the item in his/her trolley. If the amount on the item card is less than the amount listed in the circular, the learner does not place it in his/her trolley.

Considerations:

- This is a great game for playing with learners whose skills vary from one another.
- You can differentiate this activity by prepping materials for your specific learner. Levels of differentiation include:
 - Level One: All prices listed on item cards match prices in sales circular.
 - Level Two: Some prices listed on item cards are less than what is listed in the circular, so the learner should NOT purchase the item from that store.
 - Level Three: Some prices listed on items cards are more or less than what is listed in the circular. Learner has to choose whether or not to purchase item from that store.
 - Level Four: Learner has to compare item cards to prices listed in sales circulars from two different local grocery stores.



Pay Up

Age/Skill Level: Grades 1-4

Number of Players: 1-4 players

Object: To exchange money to buy individual items or add amounts to exchange money to buy multiple items; to wait for change and make sure you've received the correct amount of change



Skills: Adding and subtracting dollar amounts with bills and/or coins

Materials needed: Trolley card, dry erase marker or stickers with prices, wallet, real/play money

Prep: You will need to mark each item with a price (either using a dry erase marker or stickers) and provide a total budget for the shopping trip. It may be helpful to have a toy cash register as part of the game.

Instructions:

- Choose a grocer/shopkeeper.
- Each player receives a shopping list, a trolley card, and money to spend.
- Arrange all item cards in a messy array on the playing surface.
 - **Option One:** Players take turns purchasing one item from their shopping list. The player exchanges money to buy that item, then places it on his/her trolley card.
 - **Option Two:** Players take turns placing items from their shopping list on the trolley card. Once they have a previously specified number of items (anywhere from two to all eight items on the shopping list), they add up the total price and pay the grocer.

Considerations:

- This is a great game for use with players of varying skill levels if you prepare the shopping lists and prices ahead of time. For some learners you might only include prices that do not require change, while for other learners you might include prices that ensure they will practice regrouping when adding.

What's First?

Age/Skill Level: Grades 4-8

Number of Players: 1-4 players

Object: To determine the difference between wanted items and needed items, to purchase items you need first, then choose wanted items based on money remaining in budget.



Skills: Prioritizing purchases, budgeting money

Materials needed: Shopping list, trolley card, dry erase marker or stickers with prices

Prep: For this activity, you may want to create your own shopping list so you can mix up the order of items. Depending on the skill level of your learner, you may also want to use a dry erase marker to label each square on the trolley card with the numbers 1-8 so the learner places the most needed item in square #1 and so forth until the last item is prioritized. You will also need to mark each item with a price (either using a dry erase marker or stickers) and provide a total budget for the shopping trip.

Instructions:

- Each player receives a shopping list, the item cards pertaining to that shopping list, a trolley card, and the budget for their shopping trip.
- Designate a challenge captain.
- Players take turns prioritizing the items on their shopping list. They have to be able to justify to the other players the reason why that item is placed as a higher priority than the other items on the list.
- Players can challenge other players, but must be able to describe why a different item should take higher priority. The challenge captain listens to both arguments and determines who is correct.

Considerations:

- Items won't always fall neatly into categories of "needed" and "wanted." It's important to be prepared to guide the learner through this conversation and have clear reasons for what makes an item needed and what makes an item wanted.