









## INTRODUCTION

*Grocery Store Game* is a "real-life" shopping and math skills program using a game board designed to resemble actual grocery store aisles. PCI's Janie Haugen developed the game to give students "hands on" experience in using shopping lists at the grocery store and getting the "best buy" on various food items. Realistic food illustrations both on the game board and shopping lists make the program easy to use with individuals who have limited or no reading skills.

Players have the opportunity to buy items in the Produce, Meat, Grain, Baked Goods, Canned Food, Dairy, Condiments, Snack, Drink, and Frozen Food departments. The playing pieces can be moved in either direction on the board to simulate walking up and down grocery store aisles. Each game board square features a food item with three prices listed. The unique game die, with only the numbers 1, 2, and 3, allows players to roll the die to determine the price of each food item.









Because players can use any of the sixteen shopping lists and there are three price possibilities on every turn, participants encounter a different game every time they play. This experience corresponds with the reality that people spend varying amounts of money every time they shop for groceries.

Example

<small>Name</small>	<small>Date</small>	<b>SHOPPING LIST #1</b>	<b>GROCERY STORE</b>
<small>1. (✓) Check the box when you "find" each food. 2. (¢) Write the price of the food on the blank line.</small>			
<input type="checkbox"/> carrots		\$	
<input type="checkbox"/> chicken			
<input type="checkbox"/> angel food cake			
<input type="checkbox"/> asparagus			
<input type="checkbox"/> biscuits			
<input type="checkbox"/> mayonnaise			
<input type="checkbox"/> soft drinks			
<input type="checkbox"/> orange juice		+	
<b>TOTAL</b> <small>(write a check)</small>		\$	

**Shopping List #1 (Blank)**

Example

<small>Name</small>	<small>Date</small>	<b>SHOPPING LIST #1</b>	<b>GROCERY STORE</b>
<small>1. (✓) Check the box when you "find" each food. 2. (¢) Write the price of the food on the blank line.</small>			
<input checked="" type="checkbox"/> carrots		\$	.80
<input checked="" type="checkbox"/> chicken			2.33
<input checked="" type="checkbox"/> angel food cake			2.56
<input checked="" type="checkbox"/> asparagus			1.02
<input checked="" type="checkbox"/> biscuits			1.28
<input checked="" type="checkbox"/> mayonnaise			1.69
<input checked="" type="checkbox"/> soft drinks			2.34
<input checked="" type="checkbox"/> orange juice		+	.93
<b>TOTAL</b> <small>(write a check)</small>		\$	12.95

**Shopping List #1 (Completed)**

## INFORMATION FOR TEACHER

1. **CALCULATOR USE:** As students with varying math abilities will be playing this game, the teacher should decide which students, if any, should use calculators. PCI's *Money Calc* (sold separately) is especially effective for students who need assistance working money math. If using *Money Calc* for the first time, give a demonstration following its instruction guide.
2. **NUMBER OF PLAYERS:** 2 to 6 players can play the game at one time.
3. **PHOTOCOPY THE 16 SHOPPING LISTS:** Make copies of the Shopping Lists blackline masters in this guide to keep for future game play. Be aware that even when using the same shopping list, players should arrive at different money totals because of the three price possibilities on each food item.
4. **PHOTOCOPY PERSONAL CHECKS:** Make copies of the Personal Checks blackline master in this guide and cut them into individual checks. One personal check will be needed for each player.
5. **ANSWERS:** Because participants can use any of the sixteen shopping lists and there are three price possibilities for each food item, there are dozens of correct answer combinations. For this reason, the teacher needs to check each player's math for accuracy at the end of the game.
6. **READING LEVEL:** Students with limited or no reading skills can play the game by matching the food pictures on the game board square to the corresponding food pictures on the shopping lists.
7. **SPEECH/LANGUAGE:** To add a communication skills element to this game, students can be asked to identify each food item by name upon landing on each board game square.

If time allows, players can be also asked related questions or thoughts.

- A. What is the name of this food?
- B. What department is this food in at the grocery store?
- C. What are some other foods in the same department?
- D. What is your favorite way to eat this food?
- E. Is this food kept in a refrigerated area at a grocery store?
- F. Is this food healthy to eat?
- G. At what meals might this food be eaten?
- H. Name two ways to prepare this food.
- I. Is this food low, medium, or high in calories?
- J. Describe how this food tastes.

## GETTING STARTED

(Playing the Game for the 1st Time)

- 1. EXPLAIN LIFE SKILLS MATH CONCEPT:** Tell students that they are beginning a grocery store shopping program. Explain that they will each be given a shopping list with eight food items that must be “gathered” during the playing of the game.
- 2. SET UP THE GAME:** Place the game board on a flat surface with the playing pieces, die, and price stand to the side of the board.
- 3. REVIEW THE GAME BOARD:** Explain that the entire surface of the game board is a grocery store, tracing the movement of the grocery store aisles starting at the top with carrots and ending at the bottom with orange juice. Point to the customer pushing the shopping cart at the top of the game board. Explain that this area is the entrance to the grocery store. State that players will begin the game here by the word, “Enter.” Point to the check-out clerk and the words “Pay Here” at the bottom of the game board and explain that this section is the end of the game.

Explain the following information about the game board.

**A. GROCERY STORE DEPARTMENTS:** Ask for volunteers to read the names of the departments on the game board (e.g., Produce, Meats, Grains, Baked Goods, Canned Foods, Dairy, Condiments, Snacks, Drinks, and Frozen Foods). Assist participants as needed with the correct pronunciations. Note that each department has its own color scheme where the top of each box in that category is the same color as the department name (e.g., Produce is yellow, Meats is blue).

**B. GAME BOARD SQUARES:** Point to the first two squares on the board. Note that the food items, carrots and bananas, each have three possible prices. Explain that every time they land on a food item that is on their shopping list, they need to “gather” it.

**C. PRICE STAND:** Explain when players need to buy a food item that is on their shopping lists, they should roll the die a second time to find the price. Note that the number (1, 2, or 3) rolled on the die determines which of the three prices to write on their shopping lists.

- If a 1 is rolled, they get the *Everyday Low Price* (regular or normal price).
- If a 2 is rolled, they get the *Sale Price* (a special price that is lower than the regular price).
- If a 3 is rolled, they get the *Coupon Price* (a coupon is used to save \$ off the regular or sale price).

**NOTE:** State that although many grocery stores advertise they have everyday low prices on all foods, the store manager still places some foods on sale and allows shoppers to use discount coupons.

**D. “MOVE TO ANY SQUARE” SPACES:** Point out these three squares on the board. Explain that landing on these spaces gives players the chance to either return to a previous game board square to buy a missed food item from their shopping lists or to move forward to buy a needed food item.

**E. REVIEW THE DIE AND PLAYING PIECES:** Explain that this game die, unlike many game die with the numbers 1–6, only has the numbers 1, 2, and 3. Note that the three numbers each appear twice on this game die. State that the playing pieces can be moved in either direction, depending on what food items the players need to buy on their shopping lists. Note that by being allowed to move in either direction, players simulate walking up and down the grocery store aisles.

**4. HAND OUT SHOPPING LISTS, GAME PENCILS, AND BLANK CHECKS:** Players can use copies of the same shopping list or they can be given different shopping lists. Ask participants to write their names and the date on the top of their shopping lists.

**5. REVIEW SHOPPING LISTS:** Read the instructions on the top of the shopping lists aloud so participants will know how to complete them during the game.

**A. (✓)** Check the box when each food is “gathered.” Explain that when they land on a food item square that is on their shopping list, they need to place a checkmark in the box to the left of the word. Note that by checking the box, this lets them know the food item has already been found.

**B. ( )** Write the price of the food on the blank line. Explain that to find the price of a food item, they need to roll the die a second time to determine which of the price choices they get to use. Note that depending on what number they roll on the die, 1, 2 or 3, they need to write that amount on the corresponding blank line to the right of the food illustration.

**6. BEGIN GAME:** Ask players to place their playing pieces on the word *ENTER*. Ask them to roll the die, with the person rolling the highest number taking the first turn. In case of a tie, those players should roll again. The die should be rolled to determine how many spaces each player should move his or her playing piece per turn. Review the following rules:

**A.** If a player lands on a food item that is *not* on his or her shopping list or that he or she has already purchased earlier in the game, the turn is over and play progresses to the next player.

**B.** If a player lands on a food item that is on his or her shopping list, the die should be rolled a second time to determine which of the three prices the player will pay for the food item. The player should place a (✓) in the box by that food on the shopping list and write the price on the blank line.

**C.** Play progresses the same for each square throughout the game.

**7. OBSERVE PARTICIPANTS:** While the game is being played make sure everyone understands how to play and is playing fairly.

**8. FINISH THE GAME:** After players have “gathered” all eight food items on their shopping lists, they must roll the correct number on the die to land on the “Pay Here” section at the checkout counter. Players should be asked to total the prices on their shopping lists to get a total amount of money spent. The facilitator should check each player’s math for accuracy. Writing personal checks to pay for the groceries is the last activity of the game.

- 9. WINNERS:** (optional) If all players use the same shopping list, there will be two winners. One being the first person to finish "gathering" and paying for all eight food items. The second winner, being the person who purchased all eight items while spending the least total amount of money, cannot be determined until after all players have finished the game.

If players are using different shopping lists, the first player to finish buying all eight items and roll the correct number on the die to land on the *Pay Here* section at the checkout counter is the winner.

## QUICK START

(After Everyone is Familiar with Program)

- 1. SET UP THE GAME:** Place the game board on a flat surface with the playing pieces, die, and price stand to the side of board.
- 2. HAND OUT MATERIALS:** Give everyone a shopping list, game pencil, and personal check. If appropriate, furnish calculators for students to use at the end of the game.
- 3. BEGIN GAME:** Ask players to choose their playing pieces and place them on the word *ENTER*.
- 4. DECIDE THE FIRST PLAYER:** Whoever rolls the highest number on the die goes first. In case of a tie, those players should roll the die again.
- 5. ON EACH TURN**
  - Player rolls the die to determine how many spaces to move his or her playing piece.
  - If the player lands on a food item that is *not* on his or her shopping list or that he or she has already purchased earlier in the game, the turn is over and play progresses to the next player.
  - If the player lands on a food item that is on his or her shopping list, the player should buy it.
  - To determine which of the three prices to pay, the die should be rolled a second time. The player should place a (✓) in the box by that food on the shopping list and write the price on the blank line.
- 6. OBSERVE PARTICIPANTS:** While the game is being played make sure everyone understands how to play and is playing fairly.
- 7. FINISH THE GAME:** After players have "gathered" all eight food items on their shopping lists, they must roll the correct number on the die to land on the "Pay Here" section at the checkout counter. Players then total the prices on their shopping lists to get a total amount of money spent. Writing personal checks to pay for the groceries is the last activity of the game.