

WINDOW SHOPPING

How much is that doggy in the window?



Curriculum topics

- Adding/Subtracting
- Counting
- Money
- Problem Solving

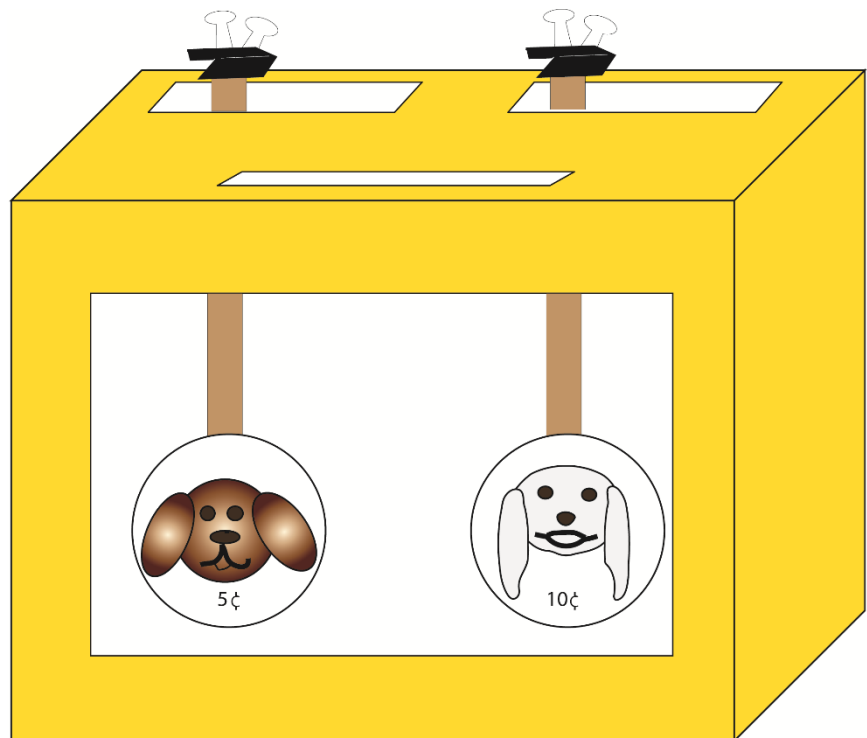
Subjects

- Language Arts
- Mathematics

Grade range: TK – 2

Who we are: Resource Area for Teaching (RAFT) helps transform the learning experience by inspiring joy through hands-on learning.

Inspired by the song “How Much is that Doggy in the Window”, this activity provides a fun, playful way for young students to learn the value of money and its purpose.



Share Your feedback!

<http://bit.ly/RAFTkitsurvey>

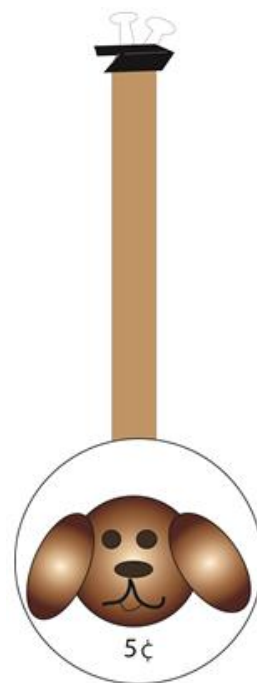
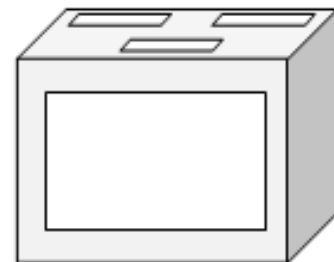
Materials

Use the following items to assemble each project:

- Box/container with openable top (1)
- Craft sticks, regular or jumbo (6)
- Binder clips, small or medium (6)
- [Pet cutouts](#) and/or [blank pet templates](#)
- Envelopes (2)
Not included: Plastic wrap, tape, real or play money (coins, bills)
Optional: Song lyrics for “How Much is that Doggy in the Window”

To Do and Notice

- 1** Review the following terms/concepts with young students before playing the game: Store, money (forms and symbols), price, customer, salesperson, pets
- 2** Build the “Shop” (with adult help): Cut a square hole in one large side of the box as shown. Tape or glue some plastic wrap over the hole to create a window. Skip this step if the box already has a plastic window. Cut three ½” x 3” slots in the box wide enough to fit the [pet cutouts](#).
- 3** Create the “pets”: Cut out the [pet images](#) or draw your own using the [blank pet templates](#). Use tape to attach a craft stick to the back of each image, making sure the image is upright. Attach a binder clip to the top of each craft stick (see right). Label the pet cutouts with prices/symbols appropriate for the players’ grade level (e.g., 5¢, 10¢).
- 4** “Salesperson” and “Customer” envelopes: Label one envelope “salesperson” and put 4 or more pets into the envelope. Label the other envelope “customer” and put enough real or play money (coins and/or bills as appropriate – not included) into the envelope to purchase any one of the pets being used. Decide who plays the part of the salesperson and customer.
- 5** Playing the game: Each person reviews the contents of the designated envelopes. The salesperson selects 2 pets to display in the window and inserts a pet into each of the two back slots on the top of the store. The customer points to the desired pet and asks, “How much is that _____ in the window?” The salesperson states the price, and the customer counts out the correct amount of money. The customer puts the money into the store’s front slot. Both players count aloud as the money is put in. The salesperson removes the chosen pet from the shop window and gives it to the customer. Players switch roles and play continues (teacher’s discretion).
- 6** Share student learning with RAFT! Submit photos/video via email at education@raft.net or on social media ([Facebook](#), [Twitter](#), [Instagram](#)).



Core Content Skills:

DRDP-R

Taking Turns & Cooperative Play, Quantity and Counting, Math Operations, Gross and Fine Motor Skills, Expression through Language

CCSS Mathematics

Money Word Problems, Measurement and Data

CCSS ELA

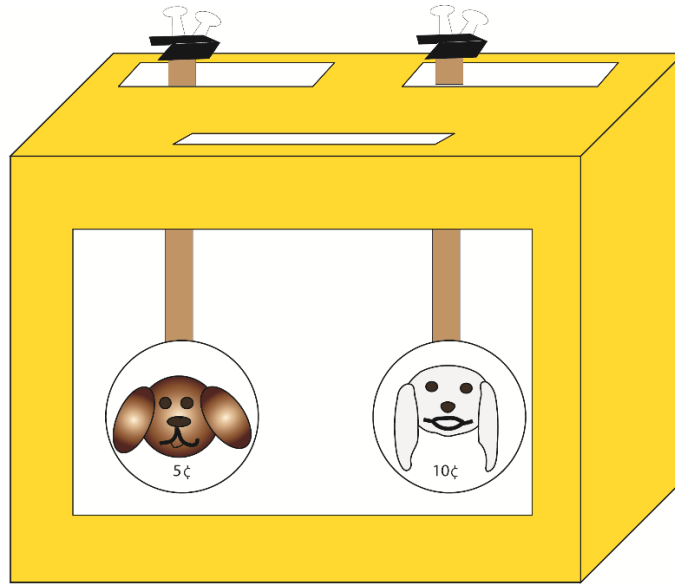
Conversations & Asking Questions, Speaking & Listening

Social Emotional Learning

- Self-awareness
- Self-management
- Responsible decision-making

The Content Behind the Activity

Money can be a very complex idea for young learners. This activity provides a playful opportunity to learn the basic value of money and the concept that money can be exchanged for goods and services. Students acquire practice counting out coins and bills that are appropriate to their level and are encouraged to take turns while engaging in meaningful role play. They also practice speaking and listening skills as they play and by singing the song that inspired this game!



Reuse

This kit uses 100% reusable materials designed for other uses. To continue making a positive impact in reducing waste, reuse these materials in other projects. Additionally, any unused materials can be collected and delivered back to RAFT.

Feedback

Please comment on this kit by taking this short survey: <http://bit.ly/RAFTkitsurvey>. Let us know of any material concerns (missing, broken, or poorly fitting parts) as well as any suggestions for improvement.

Visit <https://raft.net> to view related activities!

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The Money You Will Save

Resources

- YouTube video (1:26), How Much is that Doggy in the Window - <https://bit.ly/3cMCUwo>
- YouTube video (13:27) Teaching Money to Kids - <https://bit.ly/3q5mT7N>