

Curriculum topics:

- Money
- Counting
- Adding
- Subtracting
- Problem solving

**Subjects: Math,
Language Arts**

**Grade range:
Pre-K - 2**

Who we are:

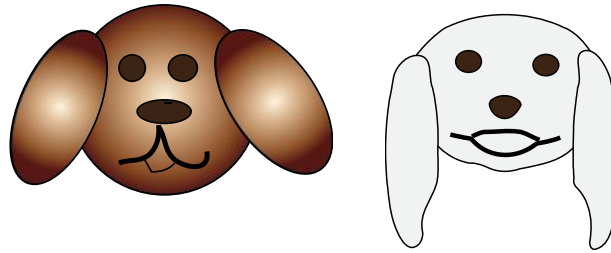
Resource Area for Teaching (RAFT) helps educators transform the learning experience through affordable “hands-on” activities that engage students and inspire the joy and discovery of learning.

For more ideas and to see RAFT Locations

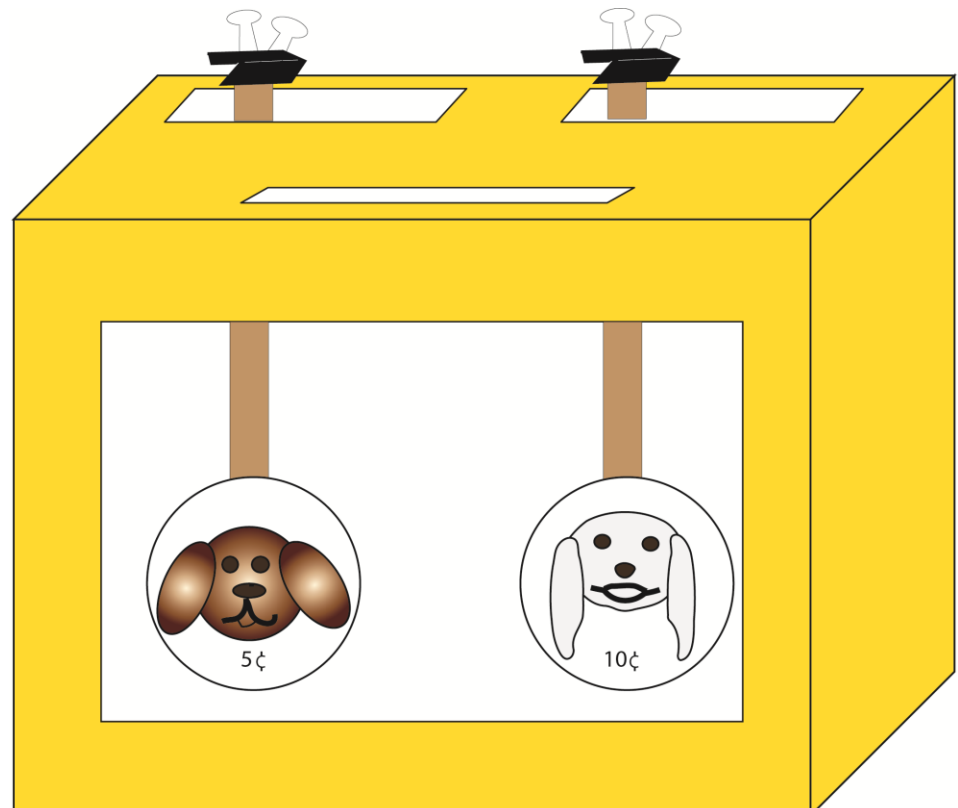
www.raft.net/visit-raft-locations

Window Shopping

How much is that doggy in the window?



This activity was inspired by the song “How Much Is That Doggy In The Window”. This activity encourages students’ understanding of the value of money.



Materials required

For each activity station:

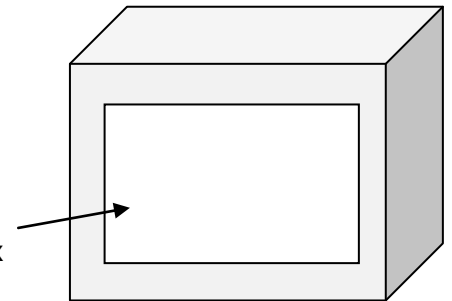
- Box or container with a top that can open and close
- Clear plastic wrap or equivalent
- Pet cut outs, 4 or more - see pet template and blank templates at <http://www.raft.net/raft-idea?isid=697>
- Pennies or enlarged copies of pennies or play money (depending on the maturity of students) – can use blank template to create play money
- Craft sticks, one per pet cut out
- Binder clips or bottle caps or foam disks (with a center hole that will form a snug fit for the craft stick), one per pet cut out
- Glue or tape
- Envelopes, 2
- Optional: Song lyrics for “How much is that doggy in the window”

Preparation before the activity

Build the Shop

Note: If working with young students the “Shop” should be built by the teacher or another adult.

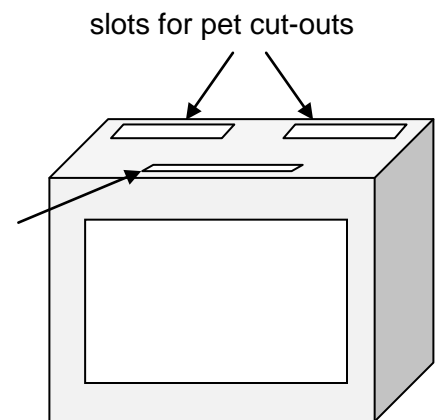
- 1 Cut a square hole in one side of the box to create the window.
cut window in side of box



- 2 Tape or glue the plastic wrap over the hole to cover the window.

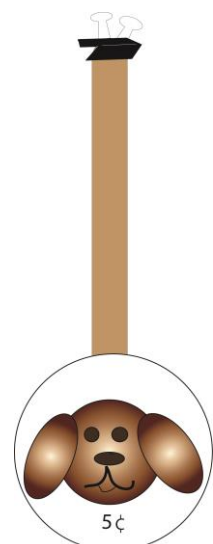
- 3 In the top of the box cut two slots ~8 cm (~3”) by ~3/4 cm (1/2”), wide enough to fit the pet cut out and a slit sized to fit the “money” to be used. See right.

slit for “money”



Create Pets

- 4 Cut out the pet pieces. Optional: have students create pets using blank template. (See <http://www.raft.net/raft-idea?isid=697> for pet template and blank template.)
- 5 Glue pet image to a craft stick with pet facing up, see right.
- 6 Label pet cut out with a price tag – choose prices appropriate to students’ level.
- 7 Attach binder clip to the top of the craft stick or insert craft stick into bottle cap or foam disk and secure with tape or glue.



Assemble Envelopes for the Customer and Salesperson

- 8 Label one envelope “salesperson” – put 4 or more pets into envelope.
- 9 Label other envelope “customer” – put enough play money into the envelope to purchase any one of the pets being used.



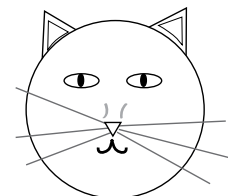
To do and notice (for 2 students)

Before the activity pick a salesperson and a customer. Have two envelopes, one for the salesperson and one for the customer.

- 1 Each student opens their envelope and reviews the contents.
- 2 The salesperson selects two pets to display in the window. The salesperson inserts a pet into each of the two slots on the top of the store.
- 3 The customer points to the pet they want and asks “How much is that _____ in the window?”
- 4 The salesperson states the price and the customer counts out the correct amount of money.
- 5 The customer puts the money into the money slit. Both students count aloud as the money is put in. The salesperson removes the chosen pet from the shop window and gives it to the customer.
- 6 Optional: Students switch roles

The content behind the activity

Money can be a very complex idea. This activity allows a young child to learn the basic value of money and the concept that money can be exchanged for goods in a playful way. Students acquire practice counting out coins and bills that are appropriate to their level. This activity also encourages turn taking, role playing, and literacy (because of the connection to the song).



Curriculum Standards:

Taking Turns & Cooperative play
(Early Education: Desired Results Dev. Profile(DRDP-R), Self-Social Development, 5 & 8)

Quantity and Counting & Mathematical Operations
(Early Education: Desired Results Dev. Profile(DRDP-R), Mathematical Development, 32 & 33)

Gross Motor & Fine Motor Skills
(Early Education: Desired Results Dev. Profile(DRDP-R), Physical Development, 38 & 40)

Expression of self through language
(Early Education: Desired Results Dev. Profile(DRDP-R), Language & Literacy Development, 15)

Money word problems
(Common Core Math Standards: Grade 2, Measurement & Data, 8)

Conversation & Asking Questions
(Common Core English Language Arts Standards: Grades K-2, Speaking & Listening, 1 & 3)

Learn more

- Repeat the activity using additional types of bills and coins.
- Have students examine a real penny. Discuss the different images on the front and back of the penny (such as Lincoln profile, the Lincoln memorial, the Union Shield). Explore other coins and bills.

Related activities: See RAFT Idea Sheets:

Cents and Sensibility -

<http://www.raft.net/ideas/Cents and Sensibility.pdf>

Greedy -

<http://www.raft.net/ideas/Greedy.pdf>

Produce Stand -

<http://www.raft.net/ideas/Produce Stand.pdf>



Resources

Visit www.raft.net/raft-idea?isid=697 for “how-to” video demos & more ideas!

See these websites for more information on the following topics:

- **Song lyrics for “How Much is That Doggie in the Window”** - <http://kids.niehs.nih.gov/games/songs/childrens/howmuchmp3.htm>
- **Activities for young learners** - <http://www.makinglearningfun.com>
- **Teacher designed math courses from the New Jersey Center for Teaching & Learning** – <https://njctl.org/courses/math>

