

## Going shopping 2

by Maria Toth

**Age:** Primary (6–11)

**Language aim:** To practise talking about money and prices; to learn or revise vocabulary for products and names of shops

**Time:** 30 minutes

**Student grouping:** Groups of four

**Materials:** One copy of Worksheets 1–5 per group of four students (all cut along the dotted lines); one dice per group; one counter per student

**Language focus:** *Have you got ...? Yes, I have. No, I haven't; How much is it? X pounds and X pence; Shops: supermarket, toyshop, clothes shop, newsagent, greengrocer; Products: chocolate, cola, a yoghurt, a pizza, milk, hamburgers, eggs, a ball, a model car, a toy aeroplane, a (handheld) game console, oranges, pears, lemons, apples, bananas, grapes, a pencil, a notebook, a newspaper, a magazine, a pair of jeans, a T-shirt, a jacket*

**Aim of the game:** To be the first player to buy all the items and complete all the prices on your shopping list

do, they put a tick in the box next to the name of the product and write the price in the space provided.

### Step 4

Hand out one GOING SHOPPING board (Worksheet 4) and one set of the questions cards (taken from Worksheet 5) to each group. Place the question cards face down in a pile by the side of the GOING SHOPPING board.

### Step 5

Each player takes a counter and places it on the START square. Players take it in turn to throw the dice and to progress round the board. If a player falls on a 'shop' square, they can ask the owner of the shop for one of the items on their shopping list. For example, if child A falls on THE NEW NEWSAGENT and has a newspaper on their shopping list, they ask the owner of THE NEW NEWSAGENT 'Have you got a newspaper?' The owner replies 'Yes, I have.' Child A then asks 'How much is it?' and the shop owner answers '30 pence.' Child A places a tick in the box and writes the price on her shopping list. It is now the next player's turn.

### Step 6

If a player falls on one of their own shops or on STOP AND HAVE A REST or on STOP AND HAVE AN ICE-CREAM, it is the next player's turn. If a player falls on a '?' square, they pick up a question card and follow the instructions. For example, *You have a new shop. Take THE NEW NEWSAGENT.* If the player who acquires the new shop still has an item to buy from THE NEW NEWSAGENT, they can tick this off the shopping list.

### Key:

#### Shopping list 1

apples 45p  
oranges 65p  
some milk 80p  
a notebook 30p  
a T-shirt £6.00  
a games console £15.00

#### Shopping list 2

grapes 70p  
lemons 50p  
6 eggs 80p  
a bottle of cola 30p  
a magazine 80p  
a pair of jeans £20.00

#### Shopping list 3

pears 85p  
hamburgers 80p  
chocolate 30p  
a pencil 20p  
a ball £2.50  
a toy aeroplane £2.00

#### Shopping list 4

bananas 70p  
a pizza £2.50  
a yoghurt 30p  
a newspaper 50p  
a model car £3.00  
a jacket £15.60

## Introduction

Write all of the items on the shopping lists (Worksheet 3) on the board and ask the class to group them according to how they are usually packaged – *packet, box, tin, bag, no packaging*, etc.

Write up the names of the shops from the language focus above and ask the class to decide which items can be bought in each shop.

## Playing the game

### Step 1

Divide the children into groups of four.

### Step 2

Give each player two shop cards from Worksheets 1 and 2 (there are a total of eight shops), but tell them not to show their shops to each other. They fold their shop-front cards along the solid line (with the images on the outside), so that each player can see their own items, but the other children in the group can only see the shop name.

### Step 3

Give out one shopping list from Worksheet 3 to each player. Ask the class to check their shops to see if they already 'own' any of the products on their list. If they

## Going shopping 2

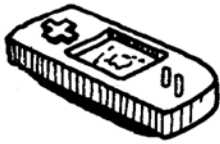
by Maria Toth



a toy aeroplane £2.00



a ball £2.50



a games console £15.00



a model car £3.00



pizza £2.50



chocolate 30p



milk 80p



cola 30p



2 burgers 80p



a yoghurt 30p



6 eggs 80p

## Going shopping 2

by Maria Toth



**THE GREEDY GREENGROCER**



**THE GENEROUS GREENGROCER**



oranges 65p



pears 85p



lemons 50p



apples 45p



bananas 70p



grapes 70p



**THE NEW NEWSAGENT**



**THE COLOUR CLOTHES SHOP**



a pencil 20p



a notebook 30p



a newspaper 50p



a magazine 80p



a pair of jeans £20.00

a T-shirt £6.00

a jacket £15.60

## Going shopping 2

by Maria Toth



### Shopping list 1

- apples \_\_\_\_\_
- oranges \_\_\_\_\_
- some milk \_\_\_\_\_
- a notebook \_\_\_\_\_
- a T-shirt \_\_\_\_\_
- a games console \_\_\_\_\_



### Shopping list 2

- grapes \_\_\_\_\_
- lemons \_\_\_\_\_
- 6 eggs \_\_\_\_\_
- a bottle of cola \_\_\_\_\_
- a magazine \_\_\_\_\_
- a pair of jeans \_\_\_\_\_



### Shopping list 3

- pears \_\_\_\_\_
- hamburgers \_\_\_\_\_
- chocolate \_\_\_\_\_
- a pencil \_\_\_\_\_
- a ball \_\_\_\_\_
- a toy aeroplane \_\_\_\_\_



### Shopping list 4

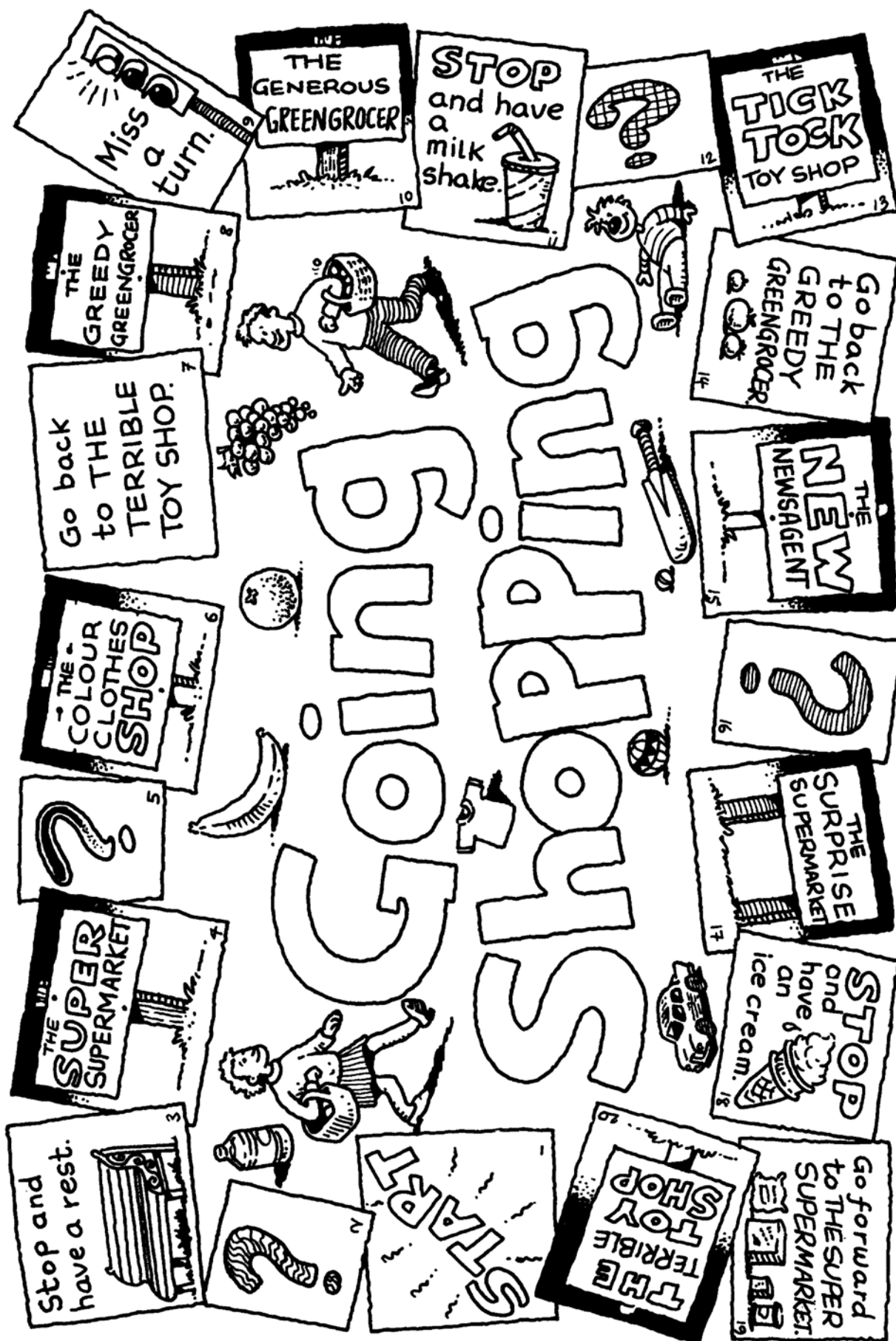
- bananas \_\_\_\_\_
- a pizza \_\_\_\_\_
- a yoghurt \_\_\_\_\_
- a newspaper \_\_\_\_\_
- a model car \_\_\_\_\_
- a jacket \_\_\_\_\_





## Going shopping 2

by Maria Toth



## Going shopping 2

by Maria Toth



You have got a new shop. Take THE NEW NEWSAGENT.

Give a shop to the person on your left.

Take a shop from the person on your right.

Give the food on your shopping list back to the shops.

You have got a new shop. Take THE SURPRISE SUPERMARKET.

Have another turn.

This is a fruit card. You can have any fruit. Ask 'How much are they?'

THE COLOUR CLOTHES SHOP is closing. Tick all the clothes on all the shopping lists and write the prices.

This is a SECRET WINNER CARD. You can buy all the things on your shopping list and win the game!

Go shopping in any shop.

Give all the toys back to the toy shops from Shopping lists 1 and 4.

Have another turn.