

### Activity #3: *Buying Lunch*

**Objective 11: Computation and Numerical Estimation**

**Objective 17: Problem Solving and Reasoning**

This activity provides practice in “real life” computation situations involving money.

**Description:** Students go shopping with a limited amount of money.

► **Directions**

1. Post a menu from a snack bar:

SANDWICHES		SNACKS		DRINKS	
Chicken	\$3.00	Potato Chips	\$1.00	Milk	\$1.50
Hamburger	\$4.00	Tortilla Chips	\$1.00	Lemonade	\$1.00
Tuna	\$2.50	Apple	\$ .50	Soda	\$2.00
Peanut Butter	\$2.00	Orange	\$ .50	Apple Juice	\$1.50
		Ice Cream Bar	\$1.00		

2. Tell students to pretend that their parents gave them \$5.00 to spend on lunch.
3. Have students select from the menu which items they will buy.
4. Have students explain how they spent their lunch money. For example:

Chicken sandwich	\$ 3.00
Milk	\$ 1.50
Orange	\$ .50
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	\$ 5.00

5. Repeat the exercise by telling students to pretend that a friend has forgotten his or her lunch money. Have students explain how they would use \$5.00 to buy lunch for two people.
6. Ask one student to tell the class what he or she would buy for lunch if there was no spending limit. Have another student list the prices on the board and then calculate how much his or her lunch would cost.