

## Shop 'Til You Stop!

Number of players: two or more (or one, with a referee)

Materials needed: shopping materials (pictures of items with costs of each indicated on the reverse); limit cards; calculator (for final tally) is optional; paper and pencil or a Shop 'Til You Stop score sheet.

Goal: use mental math and rounding to spend up to your selected limit on whatever materials you choose to buy. The player who shops for his/her chosen items and spends as close to his/her limit without going over their limit card wins the game.

Note: calculators can **only** be used **after** all purchases have been made. Players must use rounding and mental math to tally their purchases during play.

Two versions of play can be used: one that adds tax (HST = 13%) and one that does not. The players should decide in advance which version of play they are choosing, so that it is equal for all players.

To play:

1. Place all the shopping materials face up on a surface in front of the players. Players are allowed to "check" prices by flipping something over before deciding to purchase it.
2. Shuffle the limit cards and place them in a single pile, face down on the play surface.
3. Player One selects a limit card and places it face up in front of him/her. The limit card indicates the maximum that player can spend on all items, including HST.
4. Player One then shops for any items he/she chooses, cumulatively adding up the totals as items are selected. The Player can take the shopping cards out of the grid and place them in a pile for his/her turn. He/She does not have to add the amounts aloud, and can choose to round up amounts to make the addition faster and easier.
5. Player One chooses when to stop when he/she is close to his/her limit.
6. The items the player chose are then tallied at their actual price, plus taxes (the calculator can be used for this) and the difference between the player's limit card and the total is recorded on a score sheet.
7. The purchased items are then returned to the play surface, and play moves to Player two, who selects a new limit card.

8. Once a limit card has been used, it is removed from play for the remainder of the game, so that no two players can have the same limit card.

9. Once all players have had a turn, the player who managed to spend as close to his or her limit without going over wins the round. The game can either be over there, or can continue as best out of three, etc.

Teaching Players how to add 13% HST:

Some players may struggle at the task of adding taxes to their totals. While doing their estimates (developing their shopping lists) encourage players to add an additional 10% to the price to almost cover taxes. So, an item that is \$4.99 should be thought of as \$5.50, just to cover most of the tax.

When calculating taxes with the calculator at the end of the game, show that taxes can be added to the total in two different ways:

1. Total amount x 13% (% button on calculator) will give you the taxes, which then must be added to the total;
2. Total amount x 1.13 will give you the total plus the taxes already added together.