Activity Summary
Engage your students by preparing your classroom for market provocations at the Museum. Centers include science, math, dramatic play, and literacy.

Class time: 60 minutes
Age range: Pre-K to Kindergarten

Learning Objectives
To help your students better understand and engage with market activities and grocery experiences.

Materials Needed:
- Play fruit and vegetables
- 2 small bins
- Scrub brush or sponges
- Cut coupons
- Dramatic play: aprons, kitchen area, shopping bags/baskets
- Reading connections

Activity Center 1
Wash the Fruit! Set up 2 bins - one with soapy water, one with clean water, and a sponge. The children will wash and dry fruit and vegetables. This is a self-efficiency skill and a fine motor task.
Interactive Head Start Learning Outcome: Goal P-SE 9
Colorado Early Learning Standard: Cognitive Development: Routines

Activity Center 2
Sorting Food: Set up a variety of foods, like fruits and vegetables, meat, pasta, etc. The children can sort between fruits and vegetables, healthy choices and unhealthy choices, and many others.
Colorado Early Learning Standard: Cognitive Development: Classification and patterns.

Activity Center 3
Coupon Comparison: Clip coupons and laminate them to make them last. Place the coupons on a table and let the children compare which coupons have the bigger discount. This center is great for learning numbers and understanding less than and greater than. This activity may require adult support depending on the ages of your children.

Activity Center 4
Dramatic Play Kitchen: Provide children with aprons and kitchen materials for dramatic play. Encourage a restaurant scenario, or a cooking scenario, or let them decide for themselves. This is a very child-driven center. Children will determine on their own how they want to interact in this center without adult intervention. You provide the materials, they'll provide the rest!
Colorado Early Learning Standard: Social Studies: People and the Environment, Creative Arts Expression: Drama and Theater Arts.
Market & Bank

At WOW! Children’s Museum, our market and bank exhibits are neighbors. This provides a great opportunity to tie money and the concept of buying things together. Using role play themes that are like real life situations are the best ways to connect something tangible to something playful!

Activities

- In your classroom, find/buy fake money, be sure it looks as close to real money as possible.
- In your kitchen or market area, create real price tags for food or clothing items.
- Separate the children into 2 groups, one group is the buyer, one group is the seller. This activity is enhanced if you can use costumes and props, like reusable grocery bags or grocery baskets and aprons or vests for the grocery store workers. When children can role play, real roles that they see, they can understand empathy. They are literally putting themselves in someone else’s shoes!
- Give each of the “buyers” a set amount of money, each should be a different amount.
- In pairs or in teams of 3, the buyers get to go shopping! This task may need help in figuring out the money organization. They can buy 1 item or many, but they can’t go over the amount of money that they have!
- Switch teams and groups until everyone has had a turn in both roles.
- When you arrive at WOW!, you’ll see we have costumes and an opportunity to recreate this exact game with your students during their field trip.