

Volunteer Instructions: The Price is Wrong



Prior to Beginning:

You will run the game 8 times during the day. You can decide how you want to divide up the volunteer duties. The students will complete 3 activities.

Opening: 2 minutes

Guess the Price activity: 10 minutes

Shop 'til You Drop activity: 10 minutes

Showcase activity: 5 minutes

Closing/Summary: 3 minutes

Opening Comments:

As students enter, gather them together and explain what they will be doing for the Price is Wrong activity. Ask them to divide up into 5 groups (4 to 6 students per group) and stand at one of the tables.

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Explain to the students that a smart consumer is able to determine if the value of an item is worth the price they are paying for that item. It is important to develop an awareness of what things actually cost when shopping for items. Most of them probably don't pay attention to the prices of the things that they use every day.

In *The Price is Wrong*, they will experience two different activities where they will learn more about what it costs to go shopping: *Guess the Price* and *Shop 'til You Drop*. The *Showcase* activity is the final activity for them to guess the price of the "packaged" items. Ask the students, "How many of you have watched *The Price is Right*?" Tell them that the first activity is where they will match prices to items.

As you can see, there are 5 tables set up. Each table has 5 items and 5 prices. The students will have 45 seconds to match the prices to the appropriate items on the table. After time is up, the volunteers will come around and count how many items they got correct. They will repeat this activity at all five tables.

Total score will determine the winner. They get 1 point for each item that is correct. Have the students record their score.

Beginning Play:

Make sure each group has a clipboard with a score sheet on it. Ask the group, "Does anyone have a question?" "Ok Let's begin."

Guess the Price:

Use a timer to keep track of time. They have 45 seconds at each table.

Use your answer sheet and score sheet to go to each team and count the number of correct items. Each team will record their score on the score card.

When all five teams have been scored, place the cards face down in a pile and then have the students rotate to the next table.

Complete this process through all five tables. The teams total up their points from all five tables and record their total score for *Guess the Price*.

Shop 'til You Drop :

Our second activity focuses on shopping for clothing. Each team's budget will be \$200. They must select 5 items to complete an outfit. The five items need to include 2 pieces of clothing, 2 accessories and 1 other item of their choice. They will be given 3 minutes to shop. When time is up, each team needs to write the number assigned to each item on their score sheet and list what they think that item costs. Volunteers will then give them the actual price for the items. Each team should then add up their total cost. If the students stayed under budget they will receive 20 points. If they are over \$200, no points are awarded.



Showcase

The final activity is the Showcase. Just like in the real Price is Right Game, students will see a “package” of different items. Explain to the students that they are going to see several items on the poster board. The students should work together and guess what they think the TOTAL package costs WITHOUT going over. The team that is the closest to the actual cost of the package without going over will win **25 points**.

Summary and Wrap-up

Based on the time remaining, you may want to share a story or two about shopping and the choices that you have to make. You may also want to go over some of the prices of the items available.

Thank the students for their participation and tell them to enjoy the rest of their day!

Once students have left, quickly straighten up and be ready for the next group.