



## Maths & Design With Food

This activity includes art, design, maths, team work and drama.

1. Split the class into small groups.
2. Each group should decide what type of shop they would like to own. For example, fruit shop, supermarket, clothing store, music shop etc.
3. They should decide on a name for the store and a logo.
4. Students should decide what they will sell.
5. They need to make the objects with recycle containers, boxes and other goods to make items. Perhaps they can bring in items from home.
6. The class should decide on their own currency. A discussion can take place about different currency around the world. Habitat Heroes currency is called Creature Cash. What can your class currency be called? A brain storming session can take place followed by a vote. The majority rules!
7. A decision should be made how much money should be allocated to each student.
8. Taking your class currency and the amount of money allocated to each student the students need to decide how much each item they have for sale will cost and make price tags.
9. Next students will go shopping. Each group will take a turn visiting other stalls and buy things. Each student will be allocated a certain amount of money.
10. Once this activity is complete a class discussion can take place about which items are necessities and which ones are luxuries, whether the items they selected will help them sustain a healthy life style or not. Also, a discussion about how has money left over and who spent all their money.