

Max's Market Stall Planner

Learning objective: To solve problems involving money, including calculating totals and giving change, using decimal notation.

Max the Monkey is opening a fruit stall! Use this template to help him plan his prices and solve his customers' money problems. Choose three items to sell, decide on their prices, and then answer the questions to help Max manage his daily takings.

Word bank: total · change · pounds · pence · decimal point · subtract · addition · price

1. My Market Stall List: Choose three pieces of fruit and assign a price to each (e.g., Apple: £0.50). Show how you calculated the total for someone buying all three. (3 marks)

2. The First Customer: A customer buys one of your items costing £1.20 and pays with a £2.00 coin. How much change does Max need to give back? (2 marks)

3. Buying in Bulk: A customer wants to buy 4 of your cheapest items. Calculate the total cost of these items and explain your method. (3 marks)

4. The Big Spend: If a customer spends £4.50 on a basket of fruit and pays with a £5.00 note, how much change is left? (2 marks)

5. Max's Challenge: If you had £10.00 to spend at the stall, could you buy one of every item on your list? How much money would you have left over? (3 marks)

Extension challenge: Imagine a new item is added to the stall that costs exactly double the price of your most expensive item. What is the new price, and how would you write it using the £ symbol?