

Max's Percentage Puzzle Shop

Learning objective: To calculate percentages of amounts and apply percentage knowledge to real-world financial scenarios using the £ symbol.

Max the Monkey is opening a pop-up shop! Use your maths skills to help him calculate the prices of his items. Read each challenge carefully, show your working out, and don't forget to include the £ sign in your final answers.

Word bank: percentage · fraction · decimal · equivalent · calculate · discount · total · value

1. Max is selling a 'Maths Logic Kit' for £40. He decides to offer a 25% discount to his friends. How much money will he take off the price? Show your calculation. (2 marks)

2. The 'Shape-Sorting Set' costs £60. Max wants to increase the price by 10% next week. What will be the new price of the set? Explain the steps you took to find the total. (3 marks)

3. Max has 200 marbles to sell. He has sold 45% of them already. How many marbles does he have left to sell? (2 marks)

4. A 'Pattern Puzzle' is priced at £85. Max says 20% of the price is for the box, and the rest is for the pieces. What is the value of the pieces in pounds and pence? (3 marks)

5. Max wants to sell a 'Geometry Game' for £120, but he wants to offer a 5% discount for early bird shoppers. What is the final sale price? (2 marks)

Extension challenge: Design your own shop item with a starting price. Create a 15% discount offer and a 20% increase offer, then calculate both new prices to see which is better for the shopkeeper!