

“Wrap it up and Move it out” General Store

Run your own General Store with this simple and easy to follow activity. This activity teaches students how different packaging is today from packaging in the general store. Also it allows students to practice making purchases, manipulating money; discuss recycling methods, and practice bartering.

Materials:

Empty packages of Food (brought in by Students)
Bulk non-perishable items (i.e. flour, rice, etc.)
Miscellaneous home items
Kitchen Apron
Monopoly Money

Instructions:

1. Use the museum website and other available resources to study differences between Mr. Jones General Store and a current day Wal-Mart, focus on packaging and methods of payment.
2. Have students bring in used boxes and cans of all kinds of foods or household items.
3. Describe the different packages food comes in today; compare to having to bring your own containers to the store; discuss how the old way may be like the newest way: recycling and re-using.
4. Time to play store! Set up a “general store” with all the items that the students brought in and have them take turns using buyers and store keepers; try using money sometimes and using the barter system sometimes.

Assessment:

This activity is meant to be a supplemental activity to go along with the historical information on the museum website. This activity should help reinforce the vocabulary and main concepts of your lesson. If you wish to take a grade for this activity you may use the following rubric or create one of your own.

	0 – 11 points	12 – 22 points	23-34 points
Vocabulary	Minimal knowledge of key vocabulary words and definitions less than 70%	Average knowledge of key vocabulary words and definitions less 71-85%	Excellent knowledge of vocabulary words and definitions greater than 86%

Student Participation in the packaging exercise	Minimal participation in collection efforts by bringing 1 item from home	Average participation in collection efforts by bringing 2-3 items from home that are in the same package	Excellent participation in collection efforts by bringing 3 or more items from home in different packages
Student Participation in play general store	Minimal participation, being able to make change correctly 50% of the time and is not able to demonstrate bartering	Average participation, being able to make change correctly 80% of the time and is able to demonstrate bartering with assistance	Excellent participation, being able to make change correctly 90% of the time and is able to demonstrate bartering without assistance.
		Total Grade	100