

Making Change at the Class Store

GRADE 3

MATHEMATICS

F1.1

B2.3

You are the cashier at the class store today! Estimate first, then calculate the exact change for each purchase.

PART A: CHANGE FROM A LOONIE

1. A sticker costs 65¢. You pay with a loonie (\$1). Your change is _____¢.
2. A pencil costs 80¢. You pay with a loonie. Your change is _____¢.
3. An eraser costs 45¢. You pay with a loonie. Your change is _____¢.
4. A bookmark costs 25¢. You pay with a toonie (\$2). Your change is _____¢ or \$ _____.

PART B: ESTIMATE THE CHANGE

5. A notebook costs \$4. You pay with a \$5 bill. How much change should you get?
(A) \$1 (B) \$2 (C) \$9
6. A toy costs 79¢. You pay with a loonie. Your change should be CLOSEST to:
(A) 10¢ (B) 20¢ (C) 30¢
7. A craft kit costs \$7. You pay with a \$10 bill. How much change should you get?
(A) \$2 (B) \$3 (C) \$17

PART C: CASHIER PROBLEMS

8. Priya buys a 35¢ sticker and pays with a loonie. What coins could you give her as change? List one way.

SHOW YOUR WORK

Answer: _____

9. Leo buys two erasers that cost 40¢ each. He pays with a toonie. How much change does he get?

SHOW YOUR WORK

Answer: _____

10. Maya pays for a \$6 prize with a \$10 bill. The cashier gives her \$5 in change. Is that correct? Explain.

SHOW YOUR WORK

Answer: _____

11. Jordan buys a 30¢ sticker and a 45¢ pencil. He pays with a loonie. How much change does he get?

SHOW YOUR WORK

Answer: _____

PART D: YOU BE THE CASHIER

12. A classmate buys something for 55¢ and pays with a loonie. Show TWO different coin combinations you could give as change.

SHOW YOUR WORK

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ANSWER KEY

1. 35
2. 20
3. 55
4. 175¢ or \$1.75
5. A — \$1
6. B — 20¢
7. B — \$3
8. 65¢ change ($100 - 35 = 65$), e.g., 2 quarters + 1 dime + 1 nickel
9. \$1.20 ($40 + 40 = 80$, and $200 - 80 = 120¢ = \$1.20$)
10. No — the change should be \$4 ($10 - 6 = 4$). The cashier gave \$1 too much.
11. 25¢ ($30 + 45 = 75$, and $100 - 75 = 25$)
12. 45¢ change, e.g., 1 quarter + 2 dimes; or 4 dimes + 1 nickel; or 1 quarter + 1 dime + 2 nickels.

TEACHER NOTES

Run the cashier role-play from the Grade 3 standards page: one student staffs the store table with play money while buyers verify the change — then complete the same purchase in ClassCents and compare. Supports Ontario Grade 3 F1.1 (estimate and calculate change) and B2.3 (mental math with estimation).