Using Response Prompting to Teach Purchasing Grocery Items

**Objective:** To teach students grocery purchasing skills using a calculator.

**Setting and Materials:**

**Settings:**
1. School office for training
2. Community store for generalization

**Materials:**
1. Standard digital calculator
2. Laminated picture prompt money cards with the face of $1, $5, $10, or $20 bill denominations copied on 8 X 11 tagboard. To the right of each denomination was the printed dollar amount less 3% sales tax.
3. Actual money
4. Grocery items

**Content Taught**

Students are taught to purchase items in grocery store when given a predetermined amount of money to spend, using a calculator.

1. Turn on the calculator
2. Press the clear key
3. Enter the amount indicated on the card for the bill denomination given
4. Press the minus key
5. Enter the cost of the item
6. Press the minus key
7. Continue 5 and 6 until either:
   a) All items are purchased or
   b) A negative subtotal is reached, in which case the item is returned
8. Turn off calculator

**Teaching Procedures**

1. Model the use of the picture prompt money card and calculator use by randomly selecting a $1, $5, $10, or $20 bill and pointing to the corresponding picture on the money card, then following steps 1-6 of the task analysis.
2. Present student with the picture prompt money card, calculator, randomly selected bill amount, and 1-10 grocery items.
3. Cue the student with “Show me how you buy these groceries.”
4. Correct responses are rewarded with praise and attention.
5. Incorrect responses are followed by:
   a) A verbal prompt (e.g. “No, you forgot to push the minus button.”).
   b) If verbal prompt does not correct the error, model correct response and
      require student to imitate model.
   c) If modeling does not correct the error, employ physical guidance.
6. Continue instruction until student performs all steps correctly.

Evaluation

Evaluate the student’s performance by collecting data on the number of steps correct
on the task analyses

Lesson Plan Based on:

grocery item purchasing skills by moderately and severely handicapped students.