



Primary omputer



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cience

Supermarket

Explain to the children that they are going to model what really happens inside a supermarket. Not just what they see happening but also what happens behind the scenes on the tills and computers.

Setup a child to be the cashier. Their job is to scan items and then take the money from customers.

Then setup pupils to be customers.

Explain that in our model we are only going to buy one thing beans which cost £1 a tin.

Place five beans tins on the shelf. Customers can buy one each to start with.

Now stick five beans cards on the whiteboard and explain that this is the list of beans inside the computer. Every time a tin of beans is scanned and bought a tin of beans is removed from the computer list (database)

Give one child the job of being the signal from scanner to list and to remove the beans from the computer list.

Now start the process slowly until there are no beans left in the shop or list.

At this point explain that once the list is empty a signal is sent to the warehouse to send more beans.

Get a pupil to model being the signal to the warehouse.

Get a pupil to model picking up more beans and stacking them on the shelf. Add the same number of bean cards back on the computer list.

Start the buying process again.

Let the pupils go through it on their own.

Aims: To role play how a supermarket works

Resources

Whiteboard to act as the database

Table to act as the till

5 tins of beans

5 Laminated beans cards

Library scanner or toy till with scanner

Money or fake credit cards

KS1 National Curriculum Coverage

Recognise common uses of information technology beyond school

