

**Title:** Lemonade Stand

**Purpose:** The students can manipulate different factors in making a profit.

**Grade Level/TEKS Reference:** 4<sup>th</sup> grade: 4.10B – Calculating a profit in a given situation.

**Length of time necessary for game or activity:** 15-30 minutes, depending on the number of times the students play and depending on the length of time the students choose to play the round within the game.

**Number of Participants:** Normally one person. But if the teacher chooses to do so, two people would be maximum.

**Source for Game or Activity:** <https://www.coolmathgames.com/0-lemonade-stand>

**Procedure:** Students will first choose whether they want to play the game in a 7, 14, or 30 day span. The goal is for the students to make as much money as possible. The players will be able to manipulate the supplies, pricing, and inventory. Students will be allowed to purchase their inventory and base it off whether they want to use the default lemonade recipe or create a better one to increase their popularity in the game. For the students to figure out how much inventory they may need, they will need to pay close attention to the weather forecasted for each round. If the weather temperature is high, then more inventories will be needed, and the demand will be higher (raising the price per cup sold). If the weather temperature is low, then less inventories will be needed, and the demand will be lower (lowering the price per cup sold). At the end of the day span chosen, the total profit will be calculated. The breakdown will show how much income was earned and how much money was spent (expenses).

Adapted by: Amanda Gonzalez (2022)