COMMUNITY SKILLS

I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)
i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

328.1 OVERPAYING WITH COINS: When Amount Due Is Cents

For each task selected for training, client is handed indicated coin combination and asked to give the amount of money that follows the combination. In the first task below, for example, client is handed 3P—2N and asked to give four cents. The only possible answer appears in parentheses.

- 3P—2N: 4¢ (1N)
- 4P—1D: 5¢ (1D)
- 4P—1N—1Q: 10¢ (1Q)
- 5P—2N—3D—1H: 49¢ (1H)
- 1P—4N—2D—1Q—1DC: 69¢ (1DC)
- 2P—2N—1D—1H: 25¢ (1H)
- 3P—3D—1Q—1H: 89¢ (2D—1Q—1H)
- 5P—4D—2Q: 76¢ (3D—2Q)
- 2P—2N—1D: 14¢ (1N—1D)
- 2P—3D—1Q: 34¢ (1D—1Q)

Instructor chooses any 5 additional coin combinations. As in the case of the tasks above, client is asked for each combination to give a predetermined amount of money that is less than $1.00 and is possible to give only by overpaying. It is suggested to use different coin combinations and to ask for different amounts each training session.

- Client correctly overpays for each of the five additional coin combinations presented

328.2 OVERPAYING WITH PAPER BILLS: When Amount Due Is Cents

For each task selected for training, client is handed indicated coin and paper bill combination and asked to give the amount of money that follows the combination. In the first task below, for example, client is handed 1P—2N—3D—2i and asked to give forty-eight cents. The only possible answer appears in parentheses.

- 1P—2N—3D—2i: 48¢ (1i)
- 2P—1D—1Q—1ii: 39¢ (1ii)
- 2P—3N—2D—2Q—1v: 98¢ (1v)
- 4P—1D—1H—1x: 65¢ (1x)
- 1P—3N—2D—2Q—1xx: 89¢ (1xx)
- 1P—3N—3D—1Q—1i: 77¢ (1i)
- 2P—2N—1D—1Q—1ii: 53¢ (1ii)
- 4P—1D—1Q—1H—1v: 95¢ (1v)
- 4P—1N—4D—1Q—1x: 80¢ (1x)
- 1P—1N—1D—1Q—1i: 42¢ (1i)

Instructor chooses any 5 additional coin and paper bill combinations. As in the case of the tasks above, client is asked for each combination to give a predetermined amount of money that is less than $1.00 and is possible to give only by overpaying. It is suggested to use different coin and bill combinations and to ask for different amounts each training session.

- Client correctly overpays for each of the five additional coin and bill combinations presented

328.3 OVERPAYING WITH PAPER BILLS: When Amount Due Is Even Dollars

For each task selected for training, client is handed indicated paper bill combination, with bills arranged in random value order, and asked to give the amount of money that follows the combination. In the first task below, for example, client is handed 3i—1v and asked to give four dollars. The only possible answer appears in parentheses.

- 3i—1v: $4 (1v)
- 1i—1ii—1v—1x: $9 (1x)
- 1i—1ii—1v—1x: $14 (1v—1x)
- 1i—1ii—1v—1x—1xx: $19 (1xx)
- 1i—1v—2x: $17 (2x)
- 2i—1ii—1v—1xx: $10 (1xx)
- 4ii—1v—1x: $20 (3ii—1v—1x)
- 2i—1ii—3x: $15 (2x)
- 2i—1ii—1x: $5 (1x)
- 1ii—1x—1xx: $13 (1xx)

328.4 OVERPAYING WITH PAPER BILLS: When Amount Due Is Dollars And Cents

For each task selected for training, client is handed indicated coin and paper bill combination, with bills arranged in random value order, and asked to give the amount of money that follows the combination. In the first task below, for example, client is handed 3P—1N—1D—1Q—3i and asked to give a dollar forty-nine. The only possible answer appears in parentheses.

- 3P—1N—1D—1Q—3i: $1.49 (2i)
- 2P—2N—1D—3Q—1i—2ii: $1.99 (1ii)
- 1P—3N—1D—1Q—2i—1ii—2v: $4.57 (1v)
- 3P—4N—3D—1Q—2i—1v—2x: $7.89 (1x)
- 1P—1N—2D—2Q—1H—3i—1x—1xx: $14.33 (1xx)
- 3P—3D—2Q—1DC—1i—1ii—1v—2x: $9.95 (1x)
- 1N—1D—1Q—3ii—1v—1x: $16.43 (1ii—1v—1x)
- 4P—3D—1Q—1DC—2i—1v—2x: $18.75 (2x)
- 3P—2D—1H—2i—3v: $13.25 (3v)
- 3P—2N—1Q—1i—3ii—1v: $8.40 (2ii—1v)

Instructor chooses any 5 additional coin and paper bill combinations. As in the case of the tasks above, client is asked for each combination to give a predetermined amount of money that is less than $21.00 and is possible to give only by overpaying. It is suggested to use different coin and bill combinations and to ask for different amounts each training session.

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i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

OVERPAYING WITH PAPER BILLS: When Amount Due Is Dollars And Cents (Cont.)
- Client correctly overpays for each of the five additional coin and bill combinations presented

329.1 OVERPAYING WITH COINS AND PAPER BILLS: When Amount Due Is Dollars And Cents

For each task selected for training, client is handed indicated coin and paper bill combination, with bills arranged in random value order, and asked to give the amount of money that follows the combination. In the first task below, for example, client is handed 2P–1N–2D–1H–1i and asked to give a dollar twenty-nine. The only possible answer appears in parentheses.

- 2P–1N–2D–1H–1i: $1.29 (1H–1i)
- 2P–3N–3D–2Q–1i–1ii: $3.89 (2N–3D–2Q–1i–1ii)
- 2P–1N–3D–2Q–1DC–2ii: $5.68 (2D–2Q–1DC–2ii)
- 2P–3Q–1i–2ii–1v: $10.29 (2Q–1i–2ii–1v)
- 3P–4N–1D–3Q–2i–1x: $12.99 (3N–1D–3Q–2i–1x)

- 2N–1D–1Q–1H–3DC–1v–1x: $18.47 (1H–3DC–1v–1x)
- 3P–4D–2Q–5i–1v–1x: $20.75 (3D–2Q–5i–1v–1x)
- 1P–3N–2D–3DC–1v–1x: $16.39 (2DC–1v–1x)
- 1P–1N–1D–1Q–2i–2ii: $6.17 (1Q–2i–2ii)
- 2P–3N–4Q–1xx: $20.94 (4Q–1xx)

Instructor chooses any 5 additional coin and paper bill combinations. As in the case of the tasks above, client is asked for each combination to give a predetermined amount of money that is less than $21.00 and is possible to give only by overpaying. It is suggested to use different coin and bill combinations and to ask for different amounts each training session.

- Client correctly overpays for each of the five additional coin and bill combinations presented

329.2 COUNTING CHANGE RETURNED AFTER OVERPAYING: I

Client is given 4P–4N–4D–3Q–1H to use and asked to assume the role of one who is paying for something. For each counting-change problem selected for training:

A. Instructor places before client a card with the indicated price (e.g. 5¢), points to it, and tells client: "You owe (e.g. 5¢)."
B. Instructor removes the indicated coin(s) (e.g. 1D) from client's money, places it before client, and says: "You paid the cashier (e.g. 10 cents)."
C. Instructor asks client: "Does the cashier owe you change?" (in this example, client responds yes).
D. Once client has answered correctly, instructor asks (if applicable as in this example): "Show me the change the cashier owes you." Using the money provided, client must then show the correct change (in this example, 5 cents) — in *any correct* combination of coins — and demonstrate the change-return counting process if asked.

"You owe 5¢ (show price card). You paid the cashier 10 cents (show 1D)."
- "Does the cashier owe you change?" (Yes)
- "Show me the change the cashier owes you." (Shows 5 cents)
- Demonstrates the change-return counting process

"You owe 11¢ (show price card). You paid the cashier 20 cents (show 2D)."
- "Does the cashier owe you change?" (Yes)
- "Show me the change the cashier owes you." (Shows 9 cents)
- Demonstrates the change-return counting process

"You owe 27¢ (show price card). You paid the cashier 27 cents (show 2P–1Q)."
- "Does the cashier owe you change?" (No)

"You owe 18¢ (show price card). You paid the cashier 25 cents (show 1Q)."
- "Does the cashier owe you change?" (Yes)
- "Show me the change the cashier owes you." (Shows 7 cents)
- Demonstrates the change-return counting process

"You owe 10¢ (show price card). You paid the cashier 25 cents (show 1Q)."
- "Does the cashier owe you change?" (Yes)
- "Show me the change the cashier owes you." (Shows 15 cents)
- Demonstrates the change-return counting process

"You owe 26¢ (show price card). You paid the cashier 35 cents (show 1D–1Q)."
- "Does the cashier owe you change?" (Yes)
- "Show me the change the cashier owes you." (Shows 9 cents)
- Demonstrates the change-return counting process

"You owe 45¢ (show price card). You paid the cashier 45 cents (show 1N–4D)."
- "Does the cashier owe you change?" (No)

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i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

COUNTING CHANGE RETURNED AFTER OVERPAYING: I (Cont.)

"You owe 25¢ (show price card). You paid the cashier 50 cents (show 1H)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 25 cents)
- ■ Demonstrates the change-return counting process

"You owe 89¢ (show price card). You paid the cashier 89 cents (show 4P—2N—3Q)."
- ■ "Does the cashier owe you change?" (No)

"You owe 15¢ (show price card). You paid the cashier 50 cents (show 1H)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 35 cents)
- ■ Demonstrates the change-return counting process

"You owe 33¢ (show price card). You paid the cashier 40 cents (show 4D)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 7 cents)
- ■ Demonstrates the change-return counting process

"You owe 68¢ (show price card). You paid the cashier 75 cents (show 3Q)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 7 cents)
- ■ Demonstrates the change-return counting process

"You owe 55¢ (show price card). You paid the cashier 75 cents (show 3Q)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 20 cents)
- ■ Demonstrates the change-return counting process

"You owe 34¢ (show price card). You paid the cashier 34 cents (show 4P—3D)."
- ■ "Does the cashier owe you change?" (No)

Instructor presents to client any 5 additional change problems which, as in the tasks above, involve *counting coins up to a cent amount.*
It is suggested to use different problems each training session.
- ■ For each of the five additional change problems presented, client correctly determines whether or not and how much change is to be returned

330.1 COUNTING CHANGE RETURNED AFTER OVERPAYING: II

Client is given 5P—4N—4D—3Q—1H—1DC—4i—3ii—3v—2x—1xx to use and asked to assume the role of one who is paying for something. For each counting-change problem selected for training:
- A. Instructor places before client a card with the indicated price (e.g. $1.27), points to it, and tells client: "You owe (e.g. $1.27)."
- B. Instructor removes the indicated coin(s) and bill(s) (e.g. 2Q—1i) from client's money, places them before client, and says: "You paid the cashier (e.g. $1.50)."
- C. Instructor asks client: "Does the cashier owe you change?" (in this example, client responds yes).
- D. Once client has answered correctly, instructor asks (if applicable as in this example): "Show me the change the cashier owes you." Using the money provided, client must then show the correct change (in this example, 23 cents) — in *any correct* combination of coins — and demonstrate the change-return counting process if asked.

"You owe $1.27 (show price card). You paid the cashier $1.50 (show 2Q—1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 23 cents)
- ■ Demonstrates the change-return counting process

"You owe $2.16 (show price card). You paid the cashier $2.25 (show 1Q—1ii)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 9 cents)
- ■ Demonstrates the change-return counting process

"You owe $4.36 (show price card). You paid the cashier $4.45 (show 2D—1Q—2i—1ii)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 9 cents)
- ■ Demonstrates the change-return counting process

COMMUNITY SKILLS

I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)
i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

COUNTING CHANGE RETURNED AFTER OVERPAYING: II (Cont.)

"You owe $6.81 (show price card). You paid the cashier $6.85 (show 1D—3Q—1i—1v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 4 cents)
- ■ Demonstrates the change-return counting process

"You owe $7.63 (show price card). You paid the cashier $7.63 (show 3P—1D—1H—1ii—1v)."
- ■ "Does the cashier owe you change?" (No)

"You owe $10.24 (show price card). You paid the cashier $10.24 (show 4P—2D—1x)."
- ■ "Does the cashier owe you change?" (No)

"You owe $12.18 (show price card). You paid the cashier $12.25 (show 1Q—1ii—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 7 cents)
- ■ Demonstrates the change-return counting process

"You owe $14.10 (show price card). You paid the cashier $14.50 (show 1H—4i—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 40 cents)
- ■ Demonstrates the change-return counting process

"You owe $15.45 (show price card). You paid the cashier $15.45 (show 5P—4D—3v)."
- ■ "Does the cashier owe you change?" (No)

"You owe $16.05 (show price card). You paid the cashier $16.25 (show 1Q—3ii—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 20 cents)
- ■ Demonstrates the change-return counting process

"You owe $18.26 (show price card). You paid the cashier $18.35 (show 1D—1Q—3i—1v—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 9 cents)
- ■ Demonstrates the change-return counting process

"You owe $19.12 (show price card). You paid the cashier $19.50 (show 1H—1DC—3i—1v—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 38 cents)
- ■ Demonstrates the change-return counting process

"You owe $20.75 (show price card). You paid the cashier $20.75 (show 3Q—1xx)."
- ■ "Does the cashier owe you change?" (No)

"You owe $20.84 (show price card). You paid the cashier $20.90 (show 4D—2Q—2x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 6 cents)
- ■ Demonstrates the change-return counting process

Instructor presents to client any 5 additional change problems which, as in the tasks above, involve *counting coins up to a cent amount (in the context of a dollar and cent amount).* **It is suggested to use different problems each training session.**
- ■ For each of the five additional change problems presented, client correctly determines whether or not and how much change is to be returned

331.1 COUNTING CHANGE RETURNED AFTER OVERPAYING: III

Client is given 5i—3ii—4v—2x—1xx to use and asked to assume the role of one who is paying for something. For each counting-change problem selected for training:

- A. **Instructor places before client a card with the indicated price (e.g. $4.00), points to it, and tells client: "You owe (e.g. $4.00)."**
- B. **Instructor removes the indicated bill(s) (e.g. 1v) from client's money, places it before client, and says: "You paid the cashier (e.g. $5.00)."**
- C. **Instructor asks client: "Does the cashier owe you change?" (in this example, client responds yes).**
- D. **Once client has answered correctly, instructor asks (if applicable as in this example): "Show me the change the cashier owes you." Using the money provided, client must then show the correct change (in this example, 1 dollar) — in** *any correct* **combination of bills — and demonstrate the change-return counting process if asked.**

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I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

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i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

COUNTING CHANGE RETURNED AFTER OVERPAYING: III (Cont.)
"You owe $4.00 (show price card). You paid the cashier $5.00 (show 1v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 1 dollar)
- ■ Demonstrates the change-return counting process

"You owe $1.00 (show price card). You paid the cashier $5.00 (show 1v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 4 dollars)
- ■ Demonstrates the change-return counting process

"You owe $5.00 (show price card). You paid the cashier $10.00 (show 1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 5 dollars)
- ■ Demonstrates the change-return counting process

"You owe $11.00 (show price card). You paid the cashier $15.00 (show 1v—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 4 dollars)
- ■ Demonstrates the change-return counting process

"You owe $12.00 (show price card). You paid the cashier $12.00 (show 1ii—2v)."
- ■ "Does the cashier owe you change?" (No)

"You owe $14.00 (show price card). You paid the cashier $20.00 (show 1xx)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 6 dollars)
- ■ Demonstrates the change-return counting process

"You owe $2.00 (show price card). You paid the cashier $20.00 (show 1xx)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 18 dollars)
- ■ Demonstrates the change-return counting process

"You owe $6.00 (show price card). You paid the cashier $6.00 (show 3ii)."
- ■ "Does the cashier owe you change?" (No)

"You owe $15.00 (show price card). You paid the cashier $20.00 (show 2x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 5 dollars)
- ■ Demonstrates the change-return counting process

"You owe $17.00 (show price card). You paid the cashier $17.00 (show 2i—1v—1x)."
- ■ "Does the cashier owe you change?" (No)

"You owe $18.00 (show price card). You paid the cashier $20.00 (show 4v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 2 dollars)
- ■ Demonstrates the change-return counting process

"You owe $1.00 (show price card). You paid the cashier $20.00 (show 1xx)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 19 dollars)
- ■ Demonstrates the change-return counting process

"You owe $20.00 (show price card). You paid the cashier $20.00 (show 5i—1v—1x)."
- ■ "Does the cashier owe you change?" (No)

Instructor presents to client any 5 additional change problems which, as in the tasks above, involve *counting paper bills up to a dollar amount*. It is suggested to use different problems each training session.
- ■ For each of the five additional change problems presented, client correctly determines whether or not and how much change is to be returned

332.1 COUNTING CHANGE RETURNED AFTER OVERPAYING: IV

Client is given 4P—2N—5D—3Q—1H—1DC—1i to use and asked to assume the role of one who is paying for something. For each counting-change problem selected for training:

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P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)
i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

COUNTING CHANGE RETURNED AFTER OVERPAYING: IV (Cont.)

A. Instructor places before client a card with the indicated price (e.g. 10¢), points to it, and tells client: "You owe (e.g. 10¢)."

B. Instructor removes the indicated coin(s) and/or bill (e.g. 1i) from client's money, places them before client, and says: "You paid the cashier (e.g. $1.00)."

C. Instructor asks client: "Does the cashier owe you change?" (in this example, client responds yes).

D. Once client has answered correctly, instructor asks (if applicable as in this example): "Show me the change the cashier owes you." Using the money provided, client must then show the correct change (in this example, 90 cents) — in *any correct* combination of coins — and demonstrate the change-return counting process if asked.

"You owe 10¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 90 cents)
- ■ Demonstrates the change-return counting process

"You owe 15¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 85 cents)
- ■ Demonstrates the change-return counting process

"You owe 25¢ (show price card). You paid the cashier 25¢ (show 1Q)."
- ■ "Does the cashier owe you change?" (No)

"You owe 25¢ (show price card). You paid the cashier $1.00 (show 1DC)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 75 cents)
- ■ Demonstrates the change-return counting process

"You owe 39¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 61 cents)
- ■ Demonstrates the change-return counting process

"You owe 43¢ (show price card). You paid the cashier $1.00 (show 1DC)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 57 cents)
- ■ Demonstrates the change-return counting process

"You owe 49¢ (show price card). You paid the cashier 49¢ (show 4P—2D—1Q)."
- ■ "Does the cashier owe you change?" (No)

"You owe 59¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 41 cents)
- ■ Demonstrates the change-return counting process

"You owe 62¢ (show price card). You paid the cashier 62¢ (show 2P—2N—2Q)."
- ■ "Does the cashier owe you change?" (No)

"You owe 67¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 33 cents)
- ■ Demonstrates the change-return counting process

"You owe 75¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows 25 cents)
- ■ Demonstrates the change-return counting process

"You owe 79¢ (show price card). You paid the cashier 79¢ (show 4P—3Q)."
- ■ "Does the cashier owe you change?" (No)

"You owe 89¢ (show price card). You paid the cashier $1.00 (show 1i)."
- ■ "Does the cashier owe you change?" (Yes)   ■ "Show me the change the cashier owes you." (Shows 11 cents)
- ■ Demonstrates the change-return counting process

"You owe 98¢ (show price card). You paid the cashier $1.00 (show 1DC)."
- ■ "Does the cashier owe you change?" (Yes)   ■ "Show me the change the cashier owes you." (Shows 2 cents)
- ■ Demonstrates the change-return counting process

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P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)
i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

COUNTING CHANGE RETURNED AFTER OVERPAYING: IV (Cont.)

Instructor presents to client any 5 additional change problems which, as in the tasks above, involve *counting coins up to one dollar*. It is suggested to use different problems each training session.

- ■ For each of the five additional change problems presented, client correctly determines whether or not and how much change is to be returned

334.1 COUNTING CHANGE RETURNED AFTER OVERPAYING: V

Client is given 5P—2N—2D—3Q—1H—2DC—5i—3ii—4v—2x—1xx to use and asked to assume the role of one who is paying for something. For each counting-change problem selected for training:

- A. Instructor places before client a card with the indicated price (e.g. $1.39), points to it, and tells client: "You owe (e.g. $1.39)."
- B. Instructor removes the indicated denomination(s) (e.g. 1v) from client's money, places it before client, and says: "You paid the cashier (e.g. $5.00)."
- C. Instructor asks client: "Does the cashier owe you change?" (in this example, client responds yes).
- D. Once client has answered correctly, instructor asks (if applicable as in this example): "Show me the change the cashier owes you." Using the money provided, client must then show the correct change (in this example, $3.61) — in *any correct* combination of coins and bills — and demonstrate the change-return counting process if asked.

"You owe $1.39 (show price card). You paid the cashier $5.00 (show 1v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $3.61)
- ■ Demonstrates the change-return counting process

"You owe $2.78 (show price card). You paid the cashier $5.00 (show 1v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $2.22)
- ■ Demonstrates the change-return counting process

"You owe $4.57 (show price card). You paid the cashier $10.00 (show 1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $5.43)
- ■ Demonstrates the change-return counting process

"You owe $4.89 (show price card). You paid the cashier $4.89 (show 4P—1D—3Q—2ii)."
- ■ "Does the cashier owe you change?" (No)

"You owe $5.75 (show price card). You paid the cashier $20.00 (show 1xx)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $14.25)
- ■ Demonstrates the change-return counting process

"You owe $7.21 (show price card). You paid the cashier $10.00 (show 2v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $2.79)
- ■ Demonstrates the change-return counting process

"You owe $8.40 (show price card). You paid the cashier $8.40 (show 4D—3i—1v)."
- ■ "Does the cashier owe you change?" (No)

"You owe $9.83 (show price card). You paid the cashier $11.00 (show 3ii—1v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $1.17)
- ■ Demonstrates the change-return counting process

"You owe $12.63 (show price card). You paid the cashier $15.00 (show 1v—1x)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $2.37)
- ■ Demonstrates the change-return counting process

"You owe $4.90 (show price card). You paid the cashier $4.90 (show 1N—1D—1Q—1H—2ii)."
- ■ "Does the cashier owe you change?" (No)

"You owe $15.49 (show price card). You paid the cashier $20.00 (show 2x)."
- ■ "Does the cashier owe you change?" (Yes) ■ "Show me the change the cashier owes you." (Shows $4.51)
- ■ Demonstrates the change-return counting process

COMMUNITY SKILLS

I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)

i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

COUNTING CHANGE RETURNED AFTER OVERPAYING: V (Cont.)

"You owe $2.27 (show price card). You paid the cashier $20.00 (show 1xx)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $17.73)
- ■ Demonstrates the change-return counting process

"You owe $16.84 (show price card). You paid the cashier $16.84 (show 4P—3D—2Q—1i—1v—1x)."
- ■ "Does the cashier owe you change?" (No)

"You owe $18.85 (show price card). You paid the cashier $20.00 (show 4v)."
- ■ "Does the cashier owe you change?" (Yes)
- ■ "Show me the change the cashier owes you." (Shows $1.15)
- ■ Demonstrates the change-return counting process

Instructor presents to client any 5 additional change problems which, as in the tasks above, involve *counting coins and paper bills up to a dollar amount.* **It is suggested to use different problems each training session.**
- ■ For each of the five additional change problems presented, client correctly determines whether or not and how much change is to be returned

335.1 OVERPAYING AND COUNTING CHANGE RETURNED: Synthesis

An amount of money consisting of 6P—6N—6D—3Q—1H—2DC—3i—3ii—3v—1x—1xx is made available for instructor's and client's use. Instructor assumes the role of cashier and asks client to assume the role of a customer about to pay for something. For each overpaying-and-counting-change problem selected for training:
- A. **Instructor places before client a card with the indicated price (e.g. 15¢), points to it, and tells client: "You owe (e.g. 15¢)."**
- B. **Instructor gives client indicated amount of money to use (e.g. 3P—1D—1Q) and asks client to pay the amount owed (e.g. 15¢). The specific combination of money client is given to use (in this example, 3P—1D—1Q) is designed to cause the client to overpay.**
- C. **Once client has overpaid correctly (in this example, by giving 1Q), instructor gives client next indicated amount of money as change (e.g. 1N — which, in this example, is incorrect change).**
- D. **Instructor asks client: "Is your change correct?"** *When the change is incorrect* **(as in this example), client must respond negatively and correct the change using the money indicated at the start of the skill. In cases** *when the change is correct,* **client must respond affirmatively to instructor's question and demonstrate counting out the change to verify its accuracy.**

"You owe 15¢ (show price card)." Give client 3P—1D—1Q to use, and ask: "Pay me the 15¢."
- ■ Client overpays by giving 1Q
  Give client 1N as change (incorrect), and ask: "Is your change correct?"
- ■ Client responds negatively
- ■ Demonstrates correcting the change by giving 10 cents

"You owe 27¢ (show price card)." Give client 1P—2N—1D—1H to use, and ask: "Pay me the 27¢."
- ■ Client overpays by giving 1H
  Give client 3P—2D as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe 49¢ (show price card)." Give client 3P—1N—1D—2Q to use, and ask: "Pay me the 49¢."
- ■ Client overpays by giving 2Q
  Give client 1P as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe 79¢ (show price card)." Give client 3P—2D—1Q—1H to use, and ask: "Pay me the 79¢."
- ■ Client overpays by giving 1D—1Q—1H
  Give client 1P—1N as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $1.27 (show price card)." Give client 1P—2N—1D—1H—1i to use, and ask: "Pay me the $1.27."
- ■ Client overpays by giving 1H—1i
  Give client 3P—2D as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

COMMUNITY SKILLS

I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)
i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

OVERPAYING AND COUNTING CHANGE RETURNED: Synthesis (Cont.)

"You owe $9.58 (show price card)." Give client 1P—1N—3Q—1DC—1i—1ii—1v to use, and ask: "Pay me the $9.58."
- ■ Client overpays by giving 3Q—1DC—1i—1ii—1v
- Give client 2P—1N as change (incorrect), and ask: "Is your change correct?"
- ■ Client responds negatively
- ■ Demonstrates correcting the change by giving 17 cents

"You owe $14.03 (show price card)." Give client 2P—2Q—2ii—1x to use, and ask: "Pay me the $14.03."
- ■ Client overpays by giving 1Q—2ii—1x
- Give client 2P—2N—1D as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $18.15 (show price card)." Give client 4P—3D—3i—3v to use, and ask: "Pay me the $18.15."
- ■ Client overpays by giving 2D—3i—3v
- Give client 1N as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $1.00 (show price card)." Give client 4P—3N—2D—2Q—1v to use, and ask: "Pay me the $1.00."
- ■ Client overpays by giving 1v
- Give client 2i—1ii as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $10.00 (show price card)." Give client 5P—6N—1D—2i—1ii—1v—1xx to use, and ask: "Pay me the $10.00."
- ■ Client overpays by giving 1xx
- Give client 1i—2ii—1v as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $14.00 (show price card)." Give client 1N—1D—3Q—1i—1ii—1x—1xx to use, and ask: "Pay me the $14.00."
- ■ Client overpays by giving 1xx
- Give client 1DC—1i—2ii as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $17.00 (show price card)." Give client 3P—1N—2D—2Q—1i—1v—2x to use, and ask: "Pay me the $17.00."
- ■ Client overpays by giving 2x
- Give client 1DC—1i as change (incorrect), and ask: "Is your change correct?"
- ■ Client responds negatively
- ■ Demonstrates correcting the change by giving 3 dollars

"You owe 15¢ (show price card)." Give client 3P—2N—2DC to use, and ask: "Pay me the 15¢."
- ■ Client overpays by giving 1DC
- Give client 1Q as change (incorrect), and ask: "Is your change correct?"
- ■ Client responds negatively
- ■ Demonstrates correcting the change by giving 85 cents

"You owe 49¢ (show price card)." Give client 5P—1N—1D—1Q—1i to use, and ask: "Pay me the 49¢."
- ■ Client overpays by giving 1i
- Give client 1P—1N—2D—1Q as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe 67¢ (show price card)." Give client 2N—3D—1Q—1DC to use, and ask: "Pay me the 67¢."
- ■ Client overpays by giving 1DC
- Give client 3P—3D as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

COMMUNITY SKILLS

I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

P (Penny) • N (Nickel) • D (Dime) • Q (Quarter) • H (Half Dollar) • DC (Dollar Coin — Susan B. Anthony)
i (One Dollar Bill)   ii (Two-Dollar Bill)   v (Five-Dollar Bill)   x (Ten-Dollar Bill)   xx (Twenty-Dollar Bill)

OVERPAYING AND COUNTING CHANGE RETURNED: Synthesis (Cont.)

"You owe 89¢ (show price card)." Give client 2P—3N—2D—1H—1i to use, and ask: "Pay me the 89¢."
- ■ Client overpays by giving 1i
  Give client 1P—2N as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $1.99 (show price card)." Give client 5P—2N—3D—1Q—1i—1v to use, and ask: "Pay me the $1.99."
- ■ Client overpays by giving 1v
  Give client 1P—1i—1ii as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $6.85 (show price card)." Give client 3P—3N—2D—1Q—1DC—1i—2ii—1xx to use, and ask: "Pay me the $6.85."
- ■ Client overpays by giving 1xx
  Give client 1N—1D—1i—1ii—2v as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

"You owe $8.35 (show price card)." Give client 1P—2N—2D—2i—1v—1x to use, and ask: "Pay me the $8.35."
- ■ Client overpays by giving 1x
  Give client 1N—1D—2Q as change (incorrect), and ask: "Is your change correct?"
- ■ Client responds negatively
- ■ Demonstrates correcting the change by giving $1.65

"You owe $13.49 (show price card)." Give client 5P—1N—1D—1Q—2i—1x—1xx to use, and ask: "Pay me the $13.49."
- ■ Client overpays by giving 1xx
  Give client 1P—2Q—1i—1v as change (correct), and ask: "Is your change correct?"
- ■ Client responds affirmatively
- ■ Demonstrates counting out the change to verify its accuracy

Instructor presents to client any 5 additional problems involving overpaying and counting change returned. It is suggested to use different problems each training session.
- ■ For each of the five additional problems presented, client correctly overpays and assures the change returned is correct

337.1 1¢—$20.99: PRACTICE-BUYING IN CLASS

Instructor explains to client the practice nature of this skill. Client is given 4P—4N—4D—3Q—1H—1DC—5i—3ii—4v—2x—1xx to use and is presented with a wide variety of appropriate and purposeful items, each of which costs in the range of 1¢—$20.99 and carries its original price marking. Client is asked to choose and identify items to practice-buy, locate and read their prices, and hand them to instructor who then rings up the amounts on a cash register or adding machine, or writes a receipt. Client is then asked to pay for the items. Client must determine the amount to pay (e.g. by reading entry on cash register), and may pay for the items either by giving an exact amount, or by overpaying and counting change returned and asking for change-correction if applicable. The same procedure is then repeated twice, with client selecting different items each time. Thus, three different practice-buying experiences are provided the same training session. Instructor may guide client's selection of items to insure as wide a coverage of the price range as possible and to assure totals do not exceed $20.99.
- ■ Client locates the price of each item selected   ■ Reads each price correctly
- ■ Determines each amount to pay
  - **Overpaying**
    - ■ Overpays correctly
    - ■ Counts change returned to determine its accuracy
    - ■ Asks for change-correction if applicable
  - **Paying exact amount**
    - ■ Pays exact amount correctly
- ■ Practice-buys in reasonable amount of time

COMMUNITY SKILLS

I. BASIC MONEY CONCEPTS AND SHOPPING (Part Four)

338.1 USE OF SHOPPING CART

This skill is intended to be used in conjunction with skill 338.2 1¢–$20.99: BUYING IN A STORE.

- Client is carrying ID with correct name, address, and telephone number
- Keeps money to purchase item(s) in wallet, pocket, or coin purse (i.e. not in hand)
- Locates entrance to store ■ Enters store through appropriate door ■ Goes through turnstile appropriately
- Locates and goes to shopping cart area ■ Disengages cart from other carts
- Basket of shopping cart is in loading position (i.e. completely ready for use)
- If speaks to strangers: Speaks only when appropriate ■ And speaks appropriately
- Uses appropriate volume whenever talking ■ Looks appropriately at others (e.g. does not stare)
- Puts items taken off shelves into cart ■ Does not crush item(s) in cart when adding an item
- Maneuvers cart without bumping into persons or objects ■ Apologizes or excuses self when appropriate (e.g. getting in some-one's way or bumping into someone)
- If knocks something out of place or over: Puts it back where it was ■ And as it was
- If breaks something, informs clerk
- Keeps cart to right side of aisle when other carts are being used ■ Keeps out of way of others
- If unable to locate an item, asks clerk for assistance
- If asks for assistance, asks appropriately (i.e. uses appropriate manners and wording)
- Demonstrates making 180 degree turn with cart in aisle, without bumping persons or objects
- Takes cart to open check-out stand ■ Gets in line properly ■ Moves forward in line as necessary without being reminded
- When client's turn, heads cart into cart area at check-out stand ■ Moves promptly to proper area after moving cart into position
- If greets cashier, greets appropriately ■ If cashier greets client, client returns greeting appropriately ■ If converses with cashier, converses appropriately (i.e. uses appropriate content, ceases talking at appropriate time)
- Has money ready to use when time to pay

    The only purpose of the task below is for client to demonstrate *the act of paying when it is time to pay,* **regardless of the a-mount of money client uses. To record whether client paid the** *correct* **amount, use the appropriate task(s) in skill 338.2.**

    - Client pays when cashier tells client total due

- Takes purchased item(s) when leaves (i.e. does not forget) ■ Takes item(s) only after cashier bags or otherwise indicates item(s) are ready to take ■ Does not spill item(s) from bag
- Has a receipt (asks for a receipt if cashier does not give one)
- Has all belongings that were brought into store (i.e. does not forget belongings)
- Leaves immediate area quickly enough so next customer in line is not inconvenienced
- If necessary and store policy allows: Takes bagged groceries home in shopping cart ■ And returns cart when required

    Receipt
    - "What is a receipt?" (Slip of paper that proves you paid for an item . . .)
    - "Why should you always assure you have a receipt?" (To prove you paid, to make an exchange, ask for a refund . . .)
    - "What can happen if you don't have a receipt for an item you purchased?" (Might be accused of shoplifting . . .)

338.2 1¢–$20.99: BUYING IN A STORE

The goal of this skill is for client to meet basic shopping needs independently in the community through applied use of the money con-cepts presented in Parts One, Two, Three, and Four of the present section.

Instructor, client, and significant others such as parents or houseparents if appropriate, arrange for client to spend money in a general *category* of purchase (e.g. groceries, clothing, toiletries, eating establishment bills, entertainment) or for a specific type of *client-individualized regular purchase* (e.g. monthly bus pass, weekly payment for lunches at habilitation facility, professional haircutting). An entry is provided below for instructor to indicate the category or client-individualized regular purchase client is to be trained to deal with. To train on other categories or regular purchases, write a new skill for each by repeating the format developed herein. The total sum of money spent during an experience should not be in excess of $20.99 unless it is clear client can handle such an a-mount. It is suggested *client's* needs be emphasized and *client's own money* be used, if possible, rather than having client shop for instructor or others and use their money. It is further suggested to train when applicable on Basic Shopping Process, page 294, or Use Of Shopping Cart (above), and to arrange for client to experience shopping at as many different types of stores as possible. See *Section V. Mobility In The Community* if formal training on walking or riding bus to community locations is necessary.

Category or client-individualized regular purchase client is to be trained to deal with:

OVERPAYING

- Overpays correctly ■ Counts change returned to determine its accuracy ■ Asks for change-correction if applicable

PAYING EXACT AMOUNT

- Pays exact amount correctly
- Travels to and from community location independently