Play Shop

A free home kit to print — cards, price tags and play money

Ages 6–12; younger children (4–5) with a parent

Hi! I'm Tote. I'm opening my shop today — will you help? You can be the storekeeper, and Mom or Dad can be the customer.



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A register on your phone or computer

The product cards scan in the free KidRoles: Shop app — it runs in the browser, with no account and no ads. Scan the QR code or type:

shop.kidroles.com

You do not need the app: every card also works in play without a phone.

Getting started

1

Print pages 3–10.

2

Cut out the cards, tags, sign and money.

3

Open the shop and play!

✂️ Print at 100% scale (not "fit to page"), ideally on card stock. It is designed to print clearly in black and white too. An adult does the cutting.

How to play shop — a guide for parents

Playing shop teaches counting, paying and waiting your turn. All you need is 15 minutes, a table and a few things from home.

Play in 5 steps

1. An adult cuts out the product cards and the money; the child helps. Then the child puts the goods on a "shelf" (a table or a box) and adds price tags.
2. Choose roles: who is the storekeeper and who is the customer. Swap after a few purchases.
3. The customer picks 1–3 products. The storekeeper reads the prices (or scans the cards in the app) and says the total.
4. The customer pays. The storekeeper counts the change out loud: "That's $8, and you gave me $10… $9, $10 — $2 change."
5. Finally the storekeeper hands over a receipt (a slip with the total) and says "Thank you, come again!"

✂️ For play you only need pages 3–10. Print the worksheet (p. 11) when your child feels like counting on paper.

Match the age

- Ages 4–5 (with a parent): a customer with a picture shopping list, one product, whole-unit prices, paying up to $5, counting coins.
- Ages 6–7: two products, prices ending in .50, paying up to $10; the storekeeper says the total.
- Ages 8+: two or three products, paying up to $50, counting change up from the price.

Good tips

- Praise counting out loud, not just the right answer.
- Check mistakes together: count the money again.
- Talk about it: where does the shop get its goods? Why does a watermelon cost more than an apple?

More ways to play with this kit

🛍️ The customer picks a shopping list at random (p. 9) and asks for the goods; the storekeeper adds up the total.

🧑‍💼 The cashier pins on a badge, and the customer collects stamps on a loyalty card (p. 10).

🛒 Counter sign (p. 6): OPEN in the morning — turn it round to CLOSED when play is over.

With the KidRoles app

In the app, a product card goes into the basket when you scan its QR code with the camera. The app adds up the total, takes "cash" from the coin tray and checks whether the change is right. "Customer" mode turns play into a game: customers arrive with their shopping and your child gives the change.

Safety: keep small cut-out pieces away from children under 3. An adult handles the scissors.

Product cards (1/2)

✂️ Cut along the dashed lines. The KidRoles: Shop app scans the QR code on each card (the prices on the cards are the app's prices).



Apple

$1.00

20101



Banana

$0.50

20102



Strawberries

$4.00

20105



Watermelon

$6.00

20108



Carrot

$0.50

20201



Tomato

$1.00

20203



Milk

$3.00

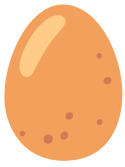
20301



Cheese

$4.00

20303



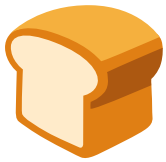
Eggs

$4.00

20304

Product cards (2/2)

✂️ Cut along the dashed lines. The KidRoles: Shop app scans the QR code on each card (the prices on the cards are the app's prices).



Bread

$3.00

20401



Croissant

$2.00

20403



Water

$1.00

20503



Cookies

$3.00

20601



Chocolate

$2.00

20701



Lollipop

$1.00

20703



Donut

$1.50

20704



Ice cream

$3.00

20706



Birthday cake

$8.00

20709

Price tags

✂️ Cut along the dashed lines. Cut out the price tags and put them next to the goods. Fill in the blank tags yourself — make up your own prices.



Orange
$1.00



Grapes
$3.00



Pear
$1.00



Potatoes
$3.00



Cucumber
$1.00



Corn
$1.00



Broccoli
$2.00



Bell pepper
$1.50



Butter
$4.00



Orange juice
$3.00



Lemonade
$2.00



Bubble tea
$6.00



Popcorn
$3.00



Candy
$2.00



Cupcake
$3.00



Cotton candy
$4.00

Price: _____

Price: _____

Price: _____

Price: _____

Price: _____

Price: _____

Price: _____

Price: _____

Back at _____

Thanks for shopping! See you soon!

✗ CLOSED

SHOP _____

Fold in half along this line and stand the sign on the counter. Closing the shop? Turn the sign round.

SHOP _____

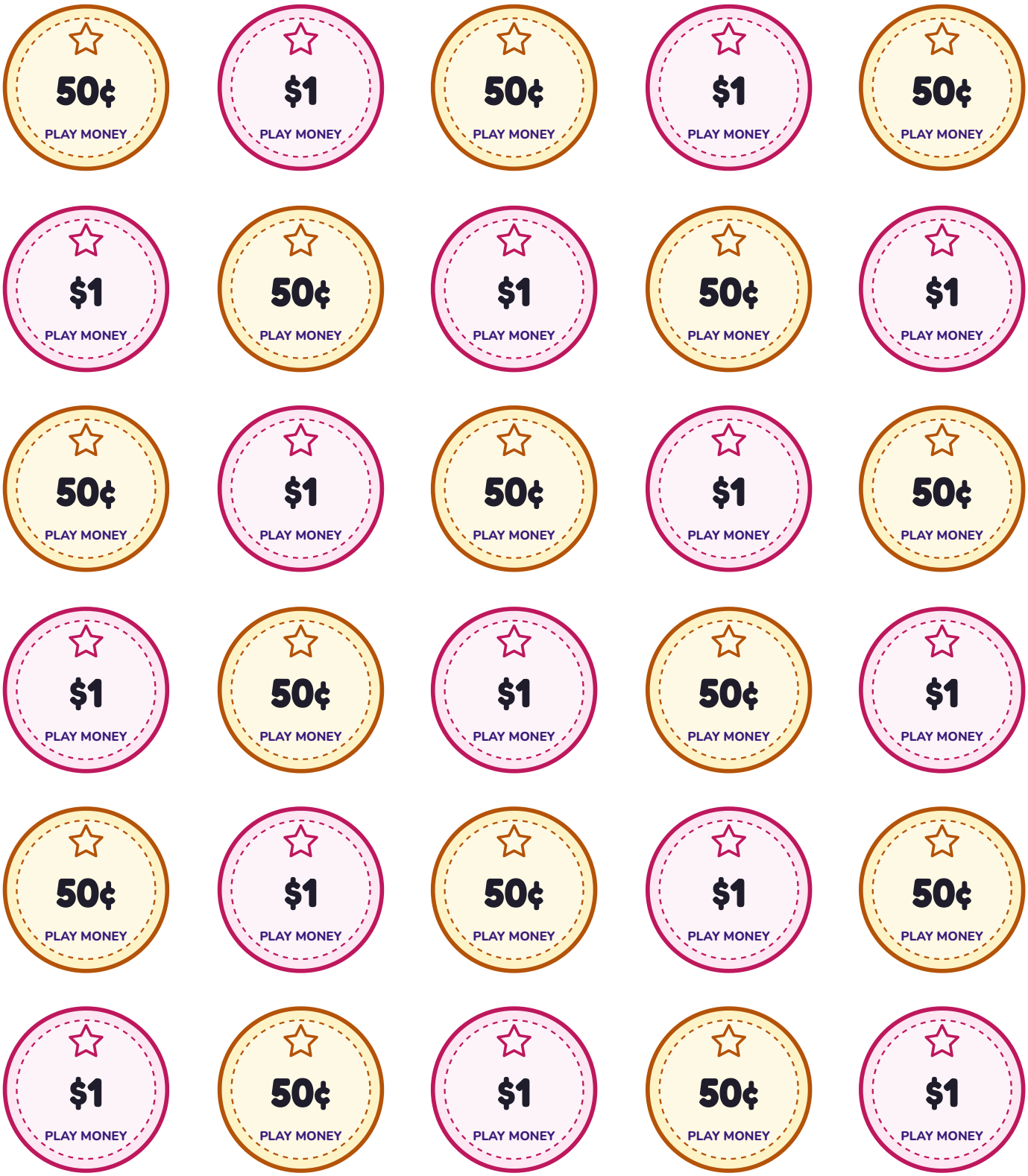
✅ OPEN

Open from _____ to _____

Come in and shop!

Play money: coins

✂️ Cut along the dashed lines. This is play money. It is not legal tender and does not look like real bills or coins. Print 2–3 copies of this page.



Play money: bills

✂️ Cut along the dashed lines. This is play money. It is not legal tender and does not look like real bills or coins. Print 2–3 copies of this page.

KidRoles
$5
PLAY MONEY
not real money

KidRoles
$10
PLAY MONEY
not real money

KidRoles
$20
PLAY MONEY
not real money

KidRoles
$50
PLAY MONEY
not real money

KidRoles
$5
PLAY MONEY
not real money

KidRoles
$10
PLAY MONEY
not real money

KidRoles
$20
PLAY MONEY
not real money

KidRoles
$50
PLAY MONEY
not real money

KidRoles
$5
PLAY MONEY
not real money

KidRoles
$10
PLAY MONEY
not real money

Picture shopping lists

✂️ Cut along the dashed lines. Turn the cards face down. The customer picks a list and asks for the goods; the storekeeper finds the product cards. The customer ticks one circle for each item. Older children add up the total from the prices on the cards.

Shopping list 1

Apple	2	◯◯
Birthday cake	3	◯◯◯

Shopping list 2

Banana	2	◯◯
Tomato	3	◯◯◯

Shopping list 3

Water	1	◯
Eggs	2	◯◯
Carrot	2	◯◯

Shopping list 4

Lollipop	1	◯
Donut	1	◯
Watermelon	1	◯

Shopping list 5

Cheese	1	◯
Cookies	1	◯
Ice cream	1	◯
Milk	1	◯

Shopping list 6

Croissant	1	◯
Bread	1	◯
Strawberries	1	◯
Chocolate	1	◯

My shopping list

Draw what you will buy.

☐ _____ ◯◯◯

☐ _____ ◯◯◯

☐ _____ ◯◯◯

My shopping list

Draw what you will buy.

☐ _____ ◯◯◯

☐ _____ ◯◯◯

☐ _____ ◯◯◯

Cashier badge and loyalty card

✂️ Cut along the dashed lines. Punch a hole in the circle and thread a string through it, or fix the badge with a safety pin (an adult does this). Loyalty card: one stamp or sticker for every purchase.

KidRoles: Shop NAME BADGE

Draw yourself

Cashier

Name: _____

Shop: _____

My level: ☆ ☆ ☆ ☆ ☆

KidRoles: Shop NAME BADGE

Draw yourself

Cashier

Name: _____

Shop: _____

My level: ☆ ☆ ☆ ☆ ☆

Loyalty card

Shop: _____ **Name:** _____

1 2 3 4 5

6 7 8 9 10

After 10 purchases: a surprise from the storekeeper!

Loyalty card

Shop: _____ **Name:** _____

1 2 3 4 5

6 7 8 9 10

After 10 purchases: a surprise from the storekeeper!

Loyalty card

Shop: _____ **Name:** _____

1 2 3 4 5

6 7 8 9 10

After 10 purchases: a surprise from the storekeeper!

Loyalty card

Shop: _____ **Name:** _____

1 2 3 4 5

6 7 8 9 10

After 10 purchases: a surprise from the storekeeper!

Give the change!

A customer buys a product and pays. How much change will you give? Write the amount.

Name: _____

1.



Croissant
$2.00

🙋 pays **$5**

Change: _____

2.



Cotton candy
$4.00

🙋 pays **$5**

Change: _____

3.



Water
$1.00

🙋 pays **$5**

Change: _____

4.



Cookies
$3.00

🙋 pays **$5**

Change: _____

5.



Cupcake
$3.00

🙋 pays **$5**

Change: _____

6.



Butter
$4.00

🙋 pays **$5**

Change: _____

⭐ Bonus task: draw the coins you would give as change in task 1.

Draw the coins here:

How did it go? Circle a face.



Answers: 1) $3.00 · 2) $1.00 · 3) $4.00 · 4) $2.00 · 5) $2.00 · 6) $1.00

Terms of use

- This kit is free. You may print it for your family and your own class (including several copies).
- You may not sell the kit or any part of it, share the file online or publish it as your own. Share a link to the page where you downloaded it.
- The money in this kit is for play only and is not based on real bills or coins.

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About KidRoles

KidRoles makes role-play apps for children aged 6–12; younger children (4–5) play with a parent. KidRoles: Shop runs in the browser, offline, with no accounts and no ads. Children's data stays on the device.

For teachers

The "A Day at Tote's Shop" pack is a complete lesson in six chapters: lesson plans, role cards, worksheets on three levels, a chapter on how we pay today (card, phone, online), an answer key, an observation sheet and a certificate.

kidroles.com

✂️ When play is over, cut out the certificate and give it to the storekeeper.

Little Shopkeeper Certificate

☆ ☆ ☆ ☆ ☆

awarded to _____

for opening the shop, counting the money and serving customers kindly

_____ Date

_____ Customer's signature