

# DESIGN A GROCERY STORE

## ROLE PLAY ACTIVITY

USE THE THINK DIFFERENTLY SUCCESS SKILL TO BE AN INTERIOR DESIGNER.

### TIME

60–90 minutes\*

### STRUCTURE

Whole group, pairs, or individual

### MATERIALS

- ✓ Shoe box, cereal box, or tissue box
- ✓ Grocery Store Picture (display or printout)
- ✓ Diorama Reference Pictures (display or printout)
- ✓ Construction paper
- ✓ Pencils
- ✓ Tape or glue
- ✓ Scissors
- ✓ Crayons, markers, or colored pencils

### SUGGESTED MATERIALS

- ✓ Shelves (5 printouts per group)
- ✓ Carts (4 printouts per group)
- ✓ Paper bags and cash registers (3 printouts per group)
- ✓ Grocery store stands (10 printouts per group)
- ✓ Blank sheet of paper (1 per child)
- ✓ Scraps of fabric, pipe cleaners, magazine cutouts, stickers

### PREPARE AHEAD OF TIME

**Note:** Steps 1, 5–15 of this activity are suggested for kindergartners; Steps 1–15 of this activity are suggested for first and second graders. *\*We recommend you allow two days for this activity.*

- ✓ Display or print the **Grocery Store Picture**.
- ✓ Display or print the **Diorama Reference Pictures**.
- ✓ (Optional) Print the **Shelves, Carts, Paper Bags and Cash Registers**, and **Grocery Store Stands**
  - If possible, cut out the clipart ahead of time to allow children extra time to make their grocery store.
- ✓ Create an example diorama or 2D picture to share or have electronic/printed examples to show the children.
- ✓ Lay out all material options on a table for children to access.
- ✓ Provide all children with a sheet of paper and a pencil to plan their design.

### CAREER CLUSTER

Building

### CAREER

Interior Designer



## SUCCESS SKILL CONNECTION

### Think Differently

\*Each time you say **think differently** in this activity, please do the following as a corresponding ASL sign: Form a fist with one hand, leaving your pointer finger up. Touch your temple using your finger. Then bring both hands in front of your chest, forming fists with both hands. Leave both pointer fingers out and bring them together, so that the tips of your fingers are touching. Move your fingers away from each other while moving them up and down repeatedly, until your hands are in front of your shoulders.

ASL Video Link: <https://youtu.be/2rhcl54OACs>

### 10 MIN: INTRODUCTION (whole group)

1. Lay out all materials for children to access or equally distribute them among groups of children. Every child should be given their own sheet of paper and a pencil.

**Say,** *"Today you will become an Interior Designer! An Interior Designer is someone who designs indoor spaces to make them comfortable, usable, and safe. These spaces can be colorful, dark, big, or small. Interior Designers pick the colors, lighting, and furniture for each space they design and decide where everything should go. Interior Designers work with different customers in different places, like stores or homes. In this activity, you will get to practice being an Interior Designer and design a grocery store for your customer. Don't worry -- you don't have to fill a real room with paint and furniture. You'll design a picture/diorama. A diorama is a small model that looks like a real space, with 3D figures."*

*But first, I want to tell you that there are important skills we all use in our life; we call these Success Skills. **Think Differently** is a skill that is important as a child and as an adult. It's important because it is finding creative ways to solve a problem, learning from your mistakes, and making changes. This success skill helps us look at things in a unique way by being creative and using our imagination. The Success Skill you will be using today is **Think Differently**. This Success Skill is needed for an Interior Designer to do their job. We must **think differently** to create our pictures/dioramas."*

### 60 MIN: ROLE PLAY (whole group, pairs, or individual)

2. Have a brief discussion with children about what goes into a grocery store.

**Say,**

- *"What kinds of things do you see at the grocery store?"*
  - *"Which items do you see next to each other at a grocery store?"*
  - *"What does your grownup usually buy at the grocery store?"*
3. Display the **Grocery Store Picture**. Explain to children that grocery stores have different layouts, or designs.
  4. (Step 4 is for 1<sup>st</sup> and 2<sup>nd</sup> graders only. For kindergarteners, skip to Step 5). Ask children to imagine their dream grocery store. Encourage creativity as they think through their ideas by drawing them on paper.

**Say,** *"Let's brainstorm by using one of your pieces of paper to draw your ideas. Brainstorming helps us put all our thoughts in one place. Remember to **think differently** when you are thinking about your grocery store. Imagine what you want it to look like and which creative materials you want to use."*

5. Show **Diorama Reference Pictures** for an example of a grocery store creation to help inspire children's ideas.

**Say,** *"You could create something that looks like this!"*

6. Assist children as they access the materials to construct their store on paper, or in their diorama.
7. Have children make and place decorations, grocery items, and furniture (e.g., cash registers, shelves, refrigerators) from the materials available onto their paper or diorama.
8. Have each child share their creation by displaying their grocery store.
9. Allow children to brainstorm their ideas for approximately 7–10 minutes, and DO NOT allow them to start building their dioramas yet.

**Say,** *"Sometimes being an Interior Designer means you have to **think differently** more than once because a customer might change their mind. The grocery store customer just requested something different! They realized they really want to sell ice cream at their store! Draw a design for a grocery store that includes an ice cream stand for three different flavors. You can use the second piece of paper or use your first one. Please show me your final drawing before you start building your diorama."*

10. The children must show you their designs, which feature the new request in their drawings.
11. Assist children as they access the materials and construct their dioramas. Make sure they create a sturdy base first.
12. The walls of each diorama should be covered with paint/crayon/marker, scraps of fabrics, or scrapbook paper.
13. The children can make and place decorations, grocery items, and furniture (e.g., cash registers, shelves, refrigerators) from the materials available into their diorama.
14. Have each child share their creation by displaying their dioramas.

## 5 MIN: REFLECTION (whole group)

15. Have a brief discussion with children about the activity.

**Say,**

1. *"What Success Skill did you use today?"*
2. *"Why is it important for an Interior Designer to **think differently**?"*
3. *"It's important to **think differently** in a lot of careers. What is another career that also uses **Think Differently**?"*

## SUCCESS SKILLS

Use these words when talking with children. Listen for children to use these words.

Success Skill	Definition
Focus	Pay attention to something, even when distractions happen around you.
Organize	Keep track of different information and belongings and put them in an order that makes sense to you.
Think Differently	Try new things and find creative ways to solve a problem. Learn from your mistakes and make changes.
Remember	Hold new information in your mind to use when you need it.
Feel	Check and show your emotions.



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Career information included in Mashopolis materials was informed by O\*Net OnLine job descriptions. All job descriptions and career information is current as of the date of publication.

## GROCERY STORE PICTURE

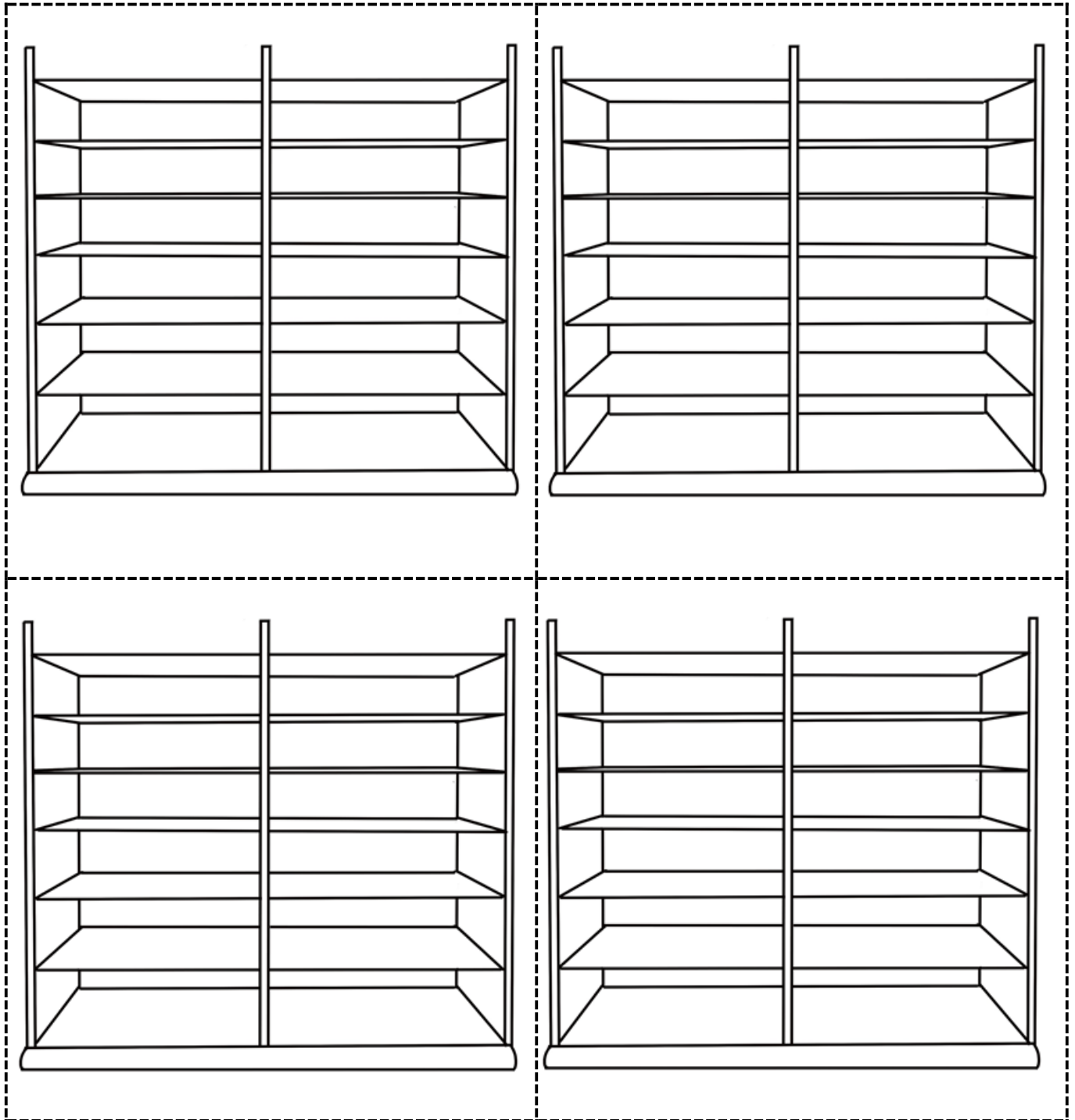




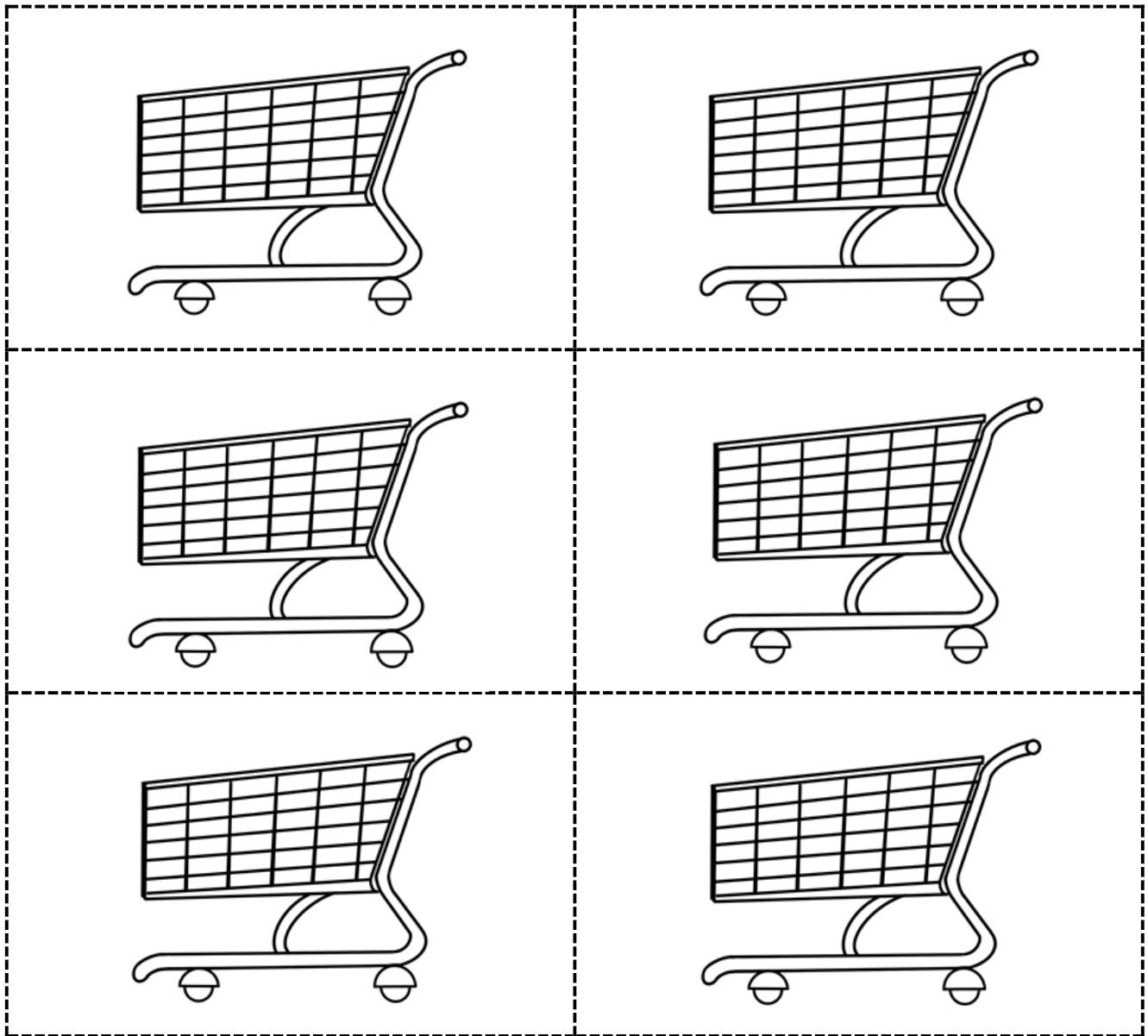
## GROCERY STORE DIORAMA REFERENCE PICTURES



## SHELVES

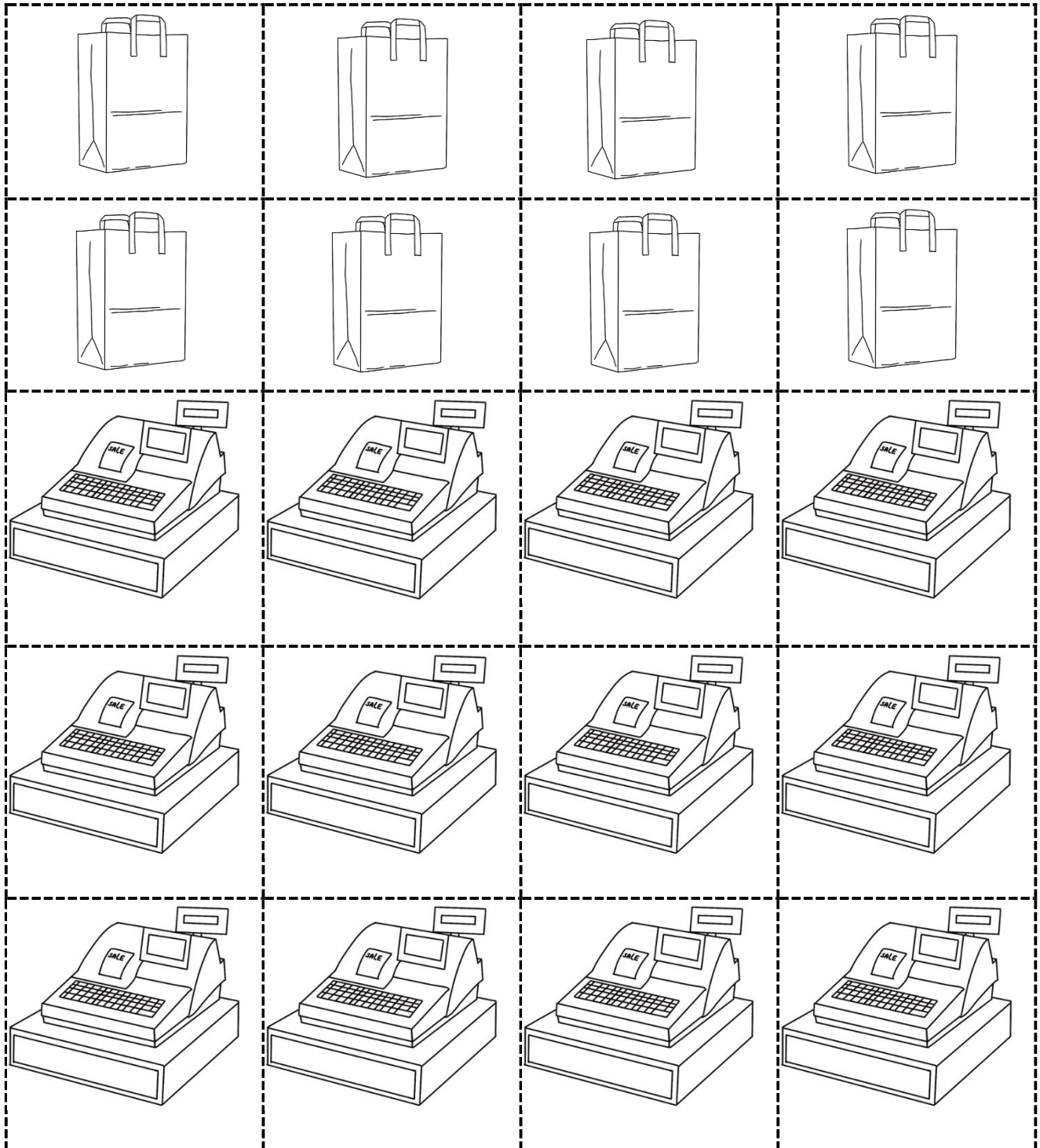


## CARTS

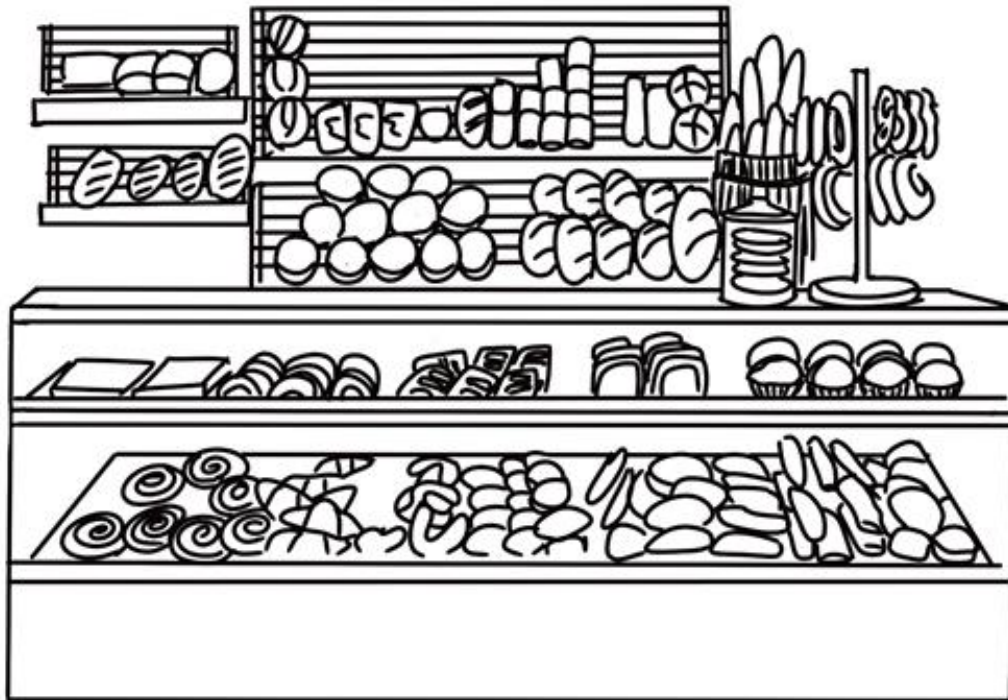




## PAPER BAGS AND CASH REGISTERS



## GROCERY STORE STANDS



## GROCERY STORE STANDS

