

EduTrend Contents

G4C · ROLE-PLAYING AND DRAMA GAMES · PRIMARY

The Shop

Take turns as shopkeeper and customer, asking politely and solving a small problem card

Ages 4–9	Level: Foundation	15 minutes	Pairs within a group of up to 30	Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

The Shop

One child is the shopkeeper and another the customer. The customer asks politely for three items and checks the price. The adult gives each customer a secret card with a small problem, for example the item is broken or they have forgotten their purse, and the pair talk it through. Players swap roles after each visit.

Learning outcomes

By the end of the session pupils can:

- make polite requests;
- take turns in conversation;
- explain a small problem;
- find a solution together.

KEY WORDS

please · price · problem · swap · polite · customer

CURRICULUM LINKS

English: speaking and listening. Maths: money. PSHE: everyday life.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**LISTEN**	**TALK**	**CLOSE**
Voices and bodies ready	One game, clear rules	Invented roles	Everyone heard	What worked?	Calm and positive

Materials (whole group)

- A table and empty food packets
- Paper money or counters
- Problem cards
- Worksheets 1, 2 and 3

Before the session

- Set up a shop corner.
- Write problem cards.
- Agree start and stop signals.
- Model one visit.

SAFETY

Agree start and stop signals. Offer non-speaking roles such as shop assistant stacking shelves.

ACTIVITY 01 · SESSION PLAN

Step by step

Two minutes of talk afterwards about which words worked is where much of the learning settles.

Time	What happens	Say or ask
0–2 min **Warm up**	Practise shop voices.	*"How does a polite customer sound?"*
2–4 min **Explain**	Model a visit with a problem card.	*"What was my problem?"*
4–12 min **Play**	Pairs visit and swap roles.	*"Which words helped?"*
12–15 min **Close**	Share useful phrases.	*"What would you say next time?"*

CHALLENGE CARD (print or copy onto the board)

Ask for three items politely, then explain and solve your problem card.

ACTIVITY 01 · FACILITATOR NOTES

The drama game know-how in brief

Role play lets children rehearse everyday conversations where mistakes have no consequences.

Problem cards turn a simple script into real problem-solving talk.

Common ideas to listen for

- "Polite just means saying please." Tone and listening matter too.
- "There is one right answer." Many solutions can work.
- "Only talkers can play." Helpers and stackers are roles too.

Adapting the activity

Support

Play without problem cards, just asking and paying.

Stretch

Give the shopkeeper a card too, such as: you have run out, offer something else.

WORKSHEET 1

My shopping list

Name: _____ Class: _____ Date: _____

Draw or write three items.

Shopping list

Item	Price

WORKSHEET 2

Polite words

Write words that worked.

Words

To ask	To explain a problem

WORKSHEET 3

My problem card

Draw or write.

My problem was... We solved it by...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Asks politely	Takes turns	Explains the problem

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

The Shop is a sample activity from the EduTrend Contents G4C Role-Playing and Drama Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

© 2026 EduTrend Contents. This activity may be printed and copied for use with pupils in your own school, club or home. It may not be resold or published elsewhere. Photos: Daria Trofimova / Unsplash.