




Change

When you buy something in a store, you often do not have the exact amount of money to pay for it. Instead, you give the clerk *more* money than what the item costs. The clerk then gives you some money back. This is called *your change*.

A pen costs 40¢. You don't have the coins to make exactly 40¢, so you give the clerk 50¢. That is 10¢ too much! But then the clerk gives you back 10¢ — your change.



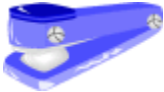





	You give:	Your change:
		
Price: 40¢	50¢	10¢

The clerk gives you back the *difference* between the price and what you paid.

In each problem below, find the change you get back. Think of the DIFFERENCE between the price and what you pay. Or, think how many cents you paid "too much". That will be your change.

You can set up a "play store" to do these problems, using real money, one person as a clerk, and one person as a customer.

1. Write how many cents you give, and how many cents is your change.

<p>a. You give: Your change:</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>Price: 20¢ _____¢ _____¢</p>	<p>b. You give: Your change:</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>Price: 30¢ _____¢ _____¢</p>
<p>c. You give: Your change:</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>Price: 35¢ _____¢ _____¢</p>	<p>d. You give: Your change:</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>Price: 17¢ _____¢ _____¢</p>