General Store/Hardware Store

Vocabulary:
Barter- to trade goods or services without money
Cash- payment in the form of bills or coin; currency
Credit- a system of buying goods or services and paying later
Scale- a device on which to weigh something

Reading:
Reading- *Little House in the Big Woods*, Chapter 9

Pre and Post Visit Activity:

1. Predict how much you think these items were in 1902 BEFORE entering the general store.
2. Find the item in the store and record the 1902 price.
3. Research the current price.
4. In the last column figure the price difference between then and now.

<table>
<thead>
<tr>
<th>Items</th>
<th>Price Prediction</th>
<th>1902 Price</th>
<th>Current Price</th>
<th>Price Difference</th>
</tr>
</thead>
<tbody>
<tr>
<td>A yard of fabric</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Tooth soap</td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td>Toothbrush</td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td>Baseball mitt</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 lb. of coffee</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dozen oranges</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

Writing Topic:
What items were available at a General Store?

Specific Standards:
SS.EC.1.3: Compare the goods and services that people in the local community produce and those that are produced in other communities
SS.H.1.3: Create and use a chronological sequence of events
SS.H.2.3: Describe how significant people, events, and developments have shaped their own community and region
SS.H.3.3: Identify artifacts and documents as either primary or secondary sources of historical data from which historical accounts are constructed.