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Overview

Spending Money takes you on a shopping trip to a mall, where you find items on a list and select bills and coins to make each purchase.

The adjustable settings in Spending Money are designed to help a variety of individuals use the program successfully. Options include choice of US or Canadian currency, number of items on shopping list, coin and bill denominations, and inclusion of auditory prompts on button rollovers. See Options—Settings.

Open and Start Spending Money

Windows: Go to the Start menu at bottom left of screen.
Start—>All Programs—>Attainment Company—>Spending Money

Macs: Go to the menu bar at the top of the screen.
Go—>Applications—>Attainment—>Spending Money

Spending Money will automatically log in users as Guest until one or more user login accounts have been created. Quiz results are not saved when logged in as Guest. Once accounts are created, the program will open to the Log in window.
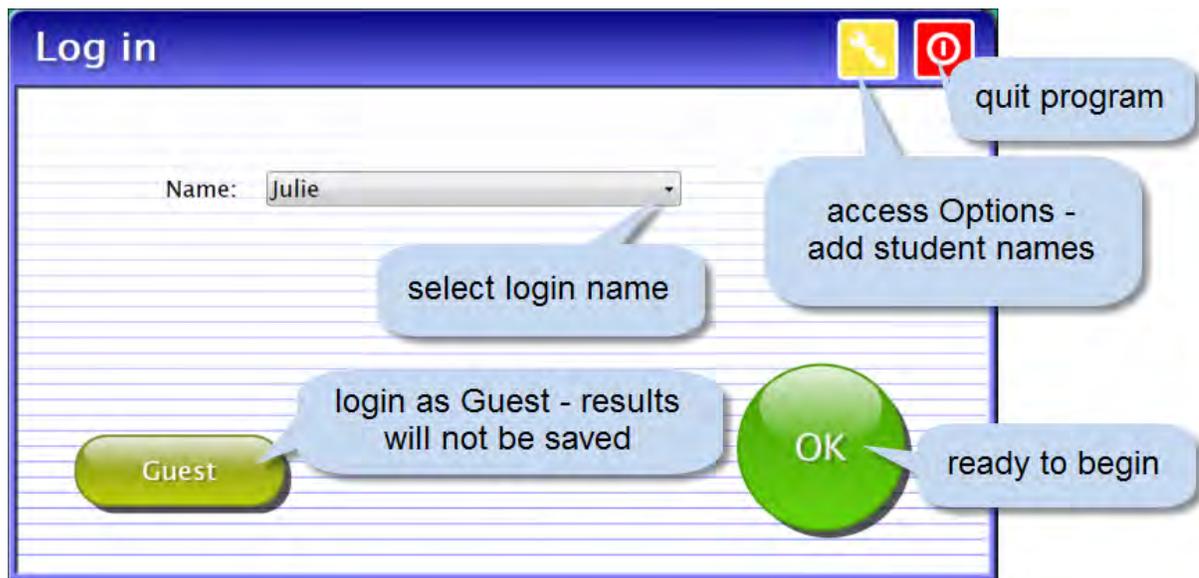
At the Log in window you can log in a student, log in as Guest, go to the program's Options, or quit the program. Select a student name from the pull-down list or click the Guest button. Click on the yellow button with the tool-wrench icon to open Options. Options is where you add student accounts, view student scores, and adjust preferences, including scan settings.

Quiz details will be saved when the student is logged into their account. Their detailed quiz results can be viewed in Options—Results. Results are not stored for the log-in Guest.

Print the User Guide

A PDF of the user guide is available for printing.
On Windows the PDF is available from the Start menu:
All Programs—>Attainment Company—>Documentation—>Spending Money

On a Mac the PDF can be found inside the program folder:
Applications/Attainment/Spending Money

Spending Money

Spending Money offers two activities: Shop and Quiz. In Shop mode you experience a trip to a shopping mall. After you find the items on your list, you select the bills and coins to pay for them. In Quiz mode you select bills and coins to pay a randomly generated total. Results are saved only in Quiz mode.

At the title page, select Shop or Quiz. Select Shop to search stores for items on your list and pay for them. Select Quiz to skip the shopping component and focus only on the purchasing component, or select Exit to leave Spending Money.

Shop

The Shop activity opens in one of eight stores in a mall. A shopping list is posted on the right side of the screen. Each store displays six random items for sale. Multiple items may be selected and purchased from a store. Some words on the list refer to a specific item found in the store. Others, like clothes, shoes, or snack are general descriptions for which various items are acceptable. A shopping trip always starts with enough money in the wallet (next to the Exit button) to complete the list unless too many extra items are purchased.

Travel from store to store using the Left and Right arrow buttons, or click on the Map button to choose a store. When a store displays an item that is on the shopping list, click on the item to select it for purchase. A price tag pops up behind the selected item, showing its price and description. Click on the selected item again to put it back without purchasing it. The price tag at the top of the screen shows a running total of items selected in the store. The wallet indicates the amount of money available. To purchase the selected items, press PAY.

Tip: In Settings you can restrict purchases to listed items or to allow the purchase of additional items. Encourage bargain shopping by finding the least expensive item fitting the description so money may be left over to buy additional items.
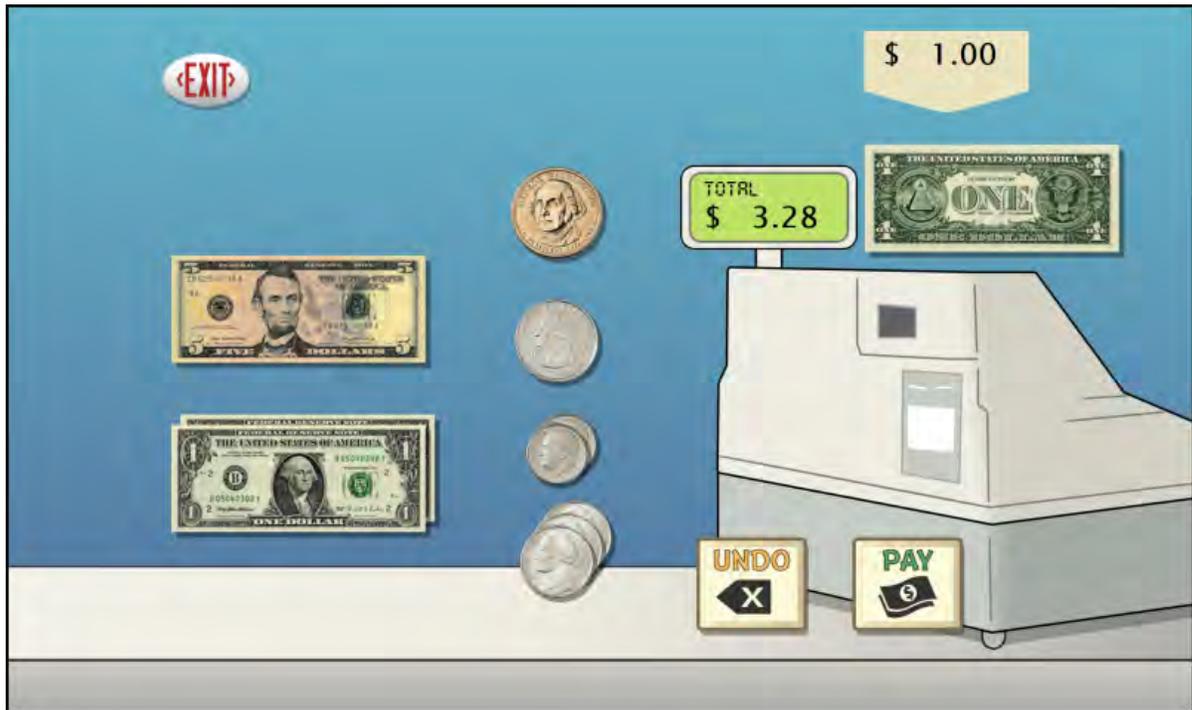
The checkout screen displays the money from the wallet on the left side of the screen. The amount owed is shown on the cash register. Click on bills or coins to select them for payment. The current amount of money selected is displayed at the top of the screen. Continue to select money until the amount matches or exceeds the amount shown on the cash register. Press UNDO to return the last coin or bill selected. Press PAY to give the money to the cashier. A prompt will appear if the amount given is not enough. If the amount paid exceeds the total price, the change is returned. Once successfully paid for, the items are checked off the list and shopping resumes. Continue shopping until all items on the list have been checked off. Results from Shop are not saved in Results.

Quiz

The Quiz activity is the checkout component of shopping. Available money is displayed on the left side of the screen. Select bills and coins until the amount matches or exceeds the amount shown on the cash register. Press UNDO to return the last bill or coin selected. When ready, press PAY. The Program moves forward regardless and records underpaid or overpaid regardless of settings. Results from Quiz are saved for users logged in (see Results).

Options - Add Names

Choose Options to add users' names (so their results will be saved), personalize settings, set scanning details, and view or print user results. From the menu bar at the top of the screen, select File, and then Options. (Note: the menu bar is hidden on Windows computers until you roll the cursor to the top of the screen.) If you have added a password, you'll be prompted to type the password to enter Options. As a backup, **Attainment** will always work as a password. Options will open to the general options screen.

General Options
Helpful pop-up descriptions are given for each setting. To view pop-up help, move and hold the cursor over a setting.

- At the top of the general options screen are buttons to Delete and Add user names. Delete a user account by selecting the user name from the drop-down list of names and pressing Delete.
- Create a user account by pressing Add, typing the user's name in the box, and pressing Next. Add an optional password this user will need to type to log in, or click Skip for no password. An optional picture of the user (or any image) can be added that will be displayed by the user's name on the login menu. Press Skip or press From File to assign a picture. When a web cam is detected, a Web Cam button is also available.

- Teacher Password allows you to create an optional password that needs to be typed to enter Options. As a backup, **Attainment** will always work as a password. Password is not case sensitive: upper or lower case does not matter
- Check "User Must Type Name," or uncheck to show users' names in a drop-down menu for them to select when they log in.
- Check "Required to Switch Users" to extend the password requirement to include switching users from the File pull-down menu.
- Check Fullscreen to have the program fill your monitor screen, or uncheck to have the program run in a window. The window can be resized or minimized.
- Check "Allow Guest Logins" or uncheck to remove Guest as a login option.

When a user is logged in as Guest, results are not saved. Guest can be removed as a login choice only after one or more login names have been added.

Settings

Access settings by pressing the Settings button on the main Options screen. There are three tabs with adjustable settings.

Program Settings tab
- Country: Choose United States or Canadian currency.
- Quiz Problems: Select the number of problems given in Quiz mode.
- Currency: Determine which bills and coins will be used in the activities.

Spending Money tab
- List Only: Restrict purchases to items on the shopping list.
- Number of items: Choose 1, 3, or 6 items to be shown on the shopping list. The number of items controls how much money will be available.
- Exact amount: Require exact change for purchases in Quiz.
- $20 or less: Check to limit the dollar amount of each purchase.
- Stores: Reduce the number of stores in the mall to simplify the activity.

System tab
- Alternative Access: Built-in scanning provides program access with switches. To use scanning, select one or two switches; by default, scanning is disabled. Selecting one or two switches enables multiple scan settings such as Highlight color and Auditory Scanning.
- Auditory Rollover: Check to hear auditory confirmation when you pause the cursor over items.
- Sound: Choose which sound components will be heard.
- Icon: Click on Set to select a photo or image this student will see by their name on the Log in window.

Results

Quiz results in Spending Money are saved when students are logged into their account. Results are not saved while logged in as Guest. To view saved Results, open Options and then select the Results button.

To view details, highlight an entry and press View.