



# Which Bed Bath & Beyond Coupon Should You Use?

Lesson Inspired by Robert Kaplinsky

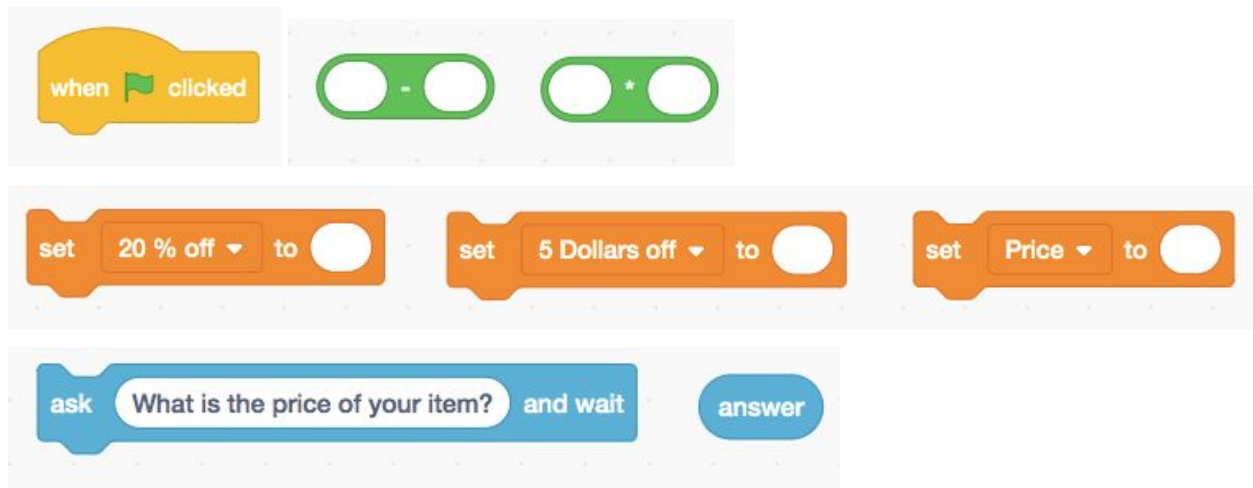
## Project Goal:

Students will create a program that asks them to input a price of an item from Bed Bath and Beyond. The program will calculate the value of the item with a \$5 off coupon and a 20% off coupon to allow the user to find the better deal.

## Standard: [CCSS.MATH.CONTENT.6.RP.A.3.C](#)

Find a percent of a quantity as a rate per 100 (e.g., 30% of a quantity means 30/100 times the quantity); solve problems involving finding the whole, given a part and the percent.

## Blocks:



**Student Handout:** [Lesson Student Guide](#)

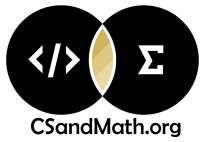
**Teacher Video:** [Lesson Teacher Guide](#)

# #CSandMath





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**Solution:**

```
when green flag clicked
  set 20 % off to 0
  set 5 Dollars off to 0
  set Price to 0
  ask "What is the price of your item?" and wait
  set Price to answer
  set 5 Dollars off to Price - 5
  set 20 % off to Price * 0.8
```

The image shows a Scratch script on a grid background. It starts with a yellow 'when green flag clicked' block. This is followed by three orange 'set' blocks: 'set 20 % off to 0', 'set 5 Dollars off to 0', and 'set Price to 0'. Then there is a blue 'ask' block with the text 'What is the price of your item?' and 'and wait'. This is followed by three more orange 'set' blocks: 'set Price to answer', 'set 5 Dollars off to Price - 5', and 'set 20 % off to Price \* 0.8'. The mathematical expressions are highlighted with green circles.

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