

5. Ejja narmaw il-ħanut...

ma' **TESSIE**



bħala parti mill-proġett komunitarju

Għaddi - Mixja esperjenzali madwar il-Kalkara

Kont taf?

Bħala **maniger ta' ħanut**, Tessie tiddeċiedi kemm trid taħzen minn kull oġġett fil-ħanut tagħha. Huwa importanti li l-klijenti tagħha jsibu dak li qed ifittxu.

Allura Tessie għandha bżonn tikkalkula dak li jkunu jridu fil-jiem, ġimgħat u xhur li ġejjin. Imma jekk Tessie timla l-ixkafef tagħha b'ħafna oġġetti li jibqgħu mhux mibjugħa, allura qed taħli l-ispazju li jista' jintuża biex taħzen dak li verament iridu l-klijenti tagħha.

Niffukaw fuq STEAM

Dan jissejjaħ **immanigġjar tal-istokk** u hija l-istess problema li jiffaċċjaw il-manigers u l-fornituri mad-dinja kollha.

Nies bħal Tessie jużaw **strategiji** differenti u tipi differenti ta' hillet **Matematiċi** biex jieħdu deċiżjonijiet dwar l-istokk tagħhom. Din tissejjaħ **Game Theory**.

It-tmexxija ta' ħanut hija ħafna iktar ikkumplikata minn kemm tidher!

Ejja nkunu kreattivi!

Rizorsi

Katalgu tal-prodotti - Il-karta tal-logħba u l-lista tal-punteġġ - 4 dadi għal kull persuna - Lapes

Attività

1. Mill-katalgu aghżel 2 kategoriji ta' prodotti li tixtieq tbigh fil-ħanut tiegħek. Ikteb l-ismijiet tal-kategoriji fuq il-karta tiegħek.
2. Uża 4 dadi fl-istess waqt u ħares lejn l-ewwel kategorija li għażilt. Kull dadu juri l-ammont ta' prodotti li ser taħzen fil-ħanut. Qabel kull dadu ma' prodott, u imla l-ewwel kolonna li jisimha "Stock".
3. Agħmel l-istess għat-tieni kategorija tiegħek.
4. Tessie, bħala mexxejja tal-logħba, se tuża 4 dadi f'kull kategorija u tagħzel liema prodott taħseb li huma l-iktar popolari mal-klijenti, u int iktibhom fit-tieni kolonna "Klijenti".

(Kompli fuq il-paġna li jmiss!)

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Attività (tkompli)

5. Ejja naraw kif mort - ħu n-numri ta' kolonna 2, naqqashom mill-1 kolonna, u ikteb ir-rizultat f'kolonna 3, "Differenza".
6. Fares lejn in-numri l-godda f'kolonna 3, u qabel mal-lista tal-punteġġ biex tara r-rizultat tiegħek - ikteb il-punteġġ f'kolonna 4.
7. Maniġer tajjeb ta' ħanut jispiċċa b'oġġett wieħed biss minn kull prodott - dak ifisser li rnexxielek tbigh il-prodotti kollha IMMA għad fadallek wieħed għall-klijent li jmiss, sakemm jirnexxielek taħzen iktar stock! Prosit!

Ejja nilagħbu!

L-1 Kategorija: _____

| | Stock | Klijenti | Differenza | Punteġġ |
|---|----------------------|----------------------|----------------------|----------------------|
| 1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| | | | Total | <input type="text"/> |

Punteġġ

Differenza → Punteġġ

| | | |
|----|---|----|
| 5 | → | 6 |
| 4 | → | 7 |
| 3 | → | 8 |
| 2 | → | 9 |
| 1 | → | 10 |
| 0 | → | 9 |
| -1 | → | 5 |
| -2 | → | 4 |
| -3 | → | 3 |
| -4 | → | 2 |
| -5 | → | 1 |

It-2 Kategorija: _____

| | Stock | Klijenti | Differenza | Punteġġ |
|---|----------------------|----------------------|----------------------|----------------------|
| 1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| | | | Total | <input type="text"/> |

5. Let's set up the shop...

With **TESSIE**



as part of the community project

Għaddi - An experiential walk through Kalkara

Did you know?

As a **shop manager**, Tessie decides how many of each item she wants to stock in her shop. It's important that her customers find what they are looking for.

So Tessie needs to estimate what they will want in the coming days, weeks and months. But if Tessie fills her shelves with too many items that remain unsold, then she is wasting space that could be used to stock what her customers really do want.

All about STEAM

This is called **stock management** and it is the same problem faced by managers and suppliers all over the world.

People like Tessie use different types of **Mathematical** skills and **strategies** to make decisions about their stock. This is called **Game Theory**.

Running a shop is much more complicated than it actually looks!

Let's get creative!

Resources

Supplier catalogue - Game sheet and scoring chart - 4 dice for each person - Pencil

Activity

1. Use the catalogue to choose 2 categories of products that you want to stock in your shop. Write the 2 category names on your game sheet.
2. Roll 4 dice at the same time, and look at category 1. Each die shows the number of products that you will stock. Choose which product you want to assign each die to and fill in the boxes in the first column, "Stock".
3. Do the same for category 2.
4. Tessie, as game master, rolls 4 dice for each category and assigns numbers according to which products she thinks will be the most popular with customers - put those numbers in the second column, "Customers". **(Continue on the next page!)**

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Għaddi - An experiential walk through Kalkara

Let's get creative!

Activity (continues)

- Let's see how you did - take the numbers in column 2, subtract them from column 1, and write the result in column 3, "Difference".
- Look at the new numbers in column 3, and use the scoring table to find your score for each one - write the score in column 4.
- A good shop manager will end up with 1 of each product - that means that you sold all your products BUT you still have 1 left for your next customer until you are able to get some more stock! Well done!

Let's play!

Category 1: _____

| | Stock | Customers | Difference | Points |
|---|----------------------|----------------------|----------------------|----------------------|
| 1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| | | | Total | <input type="text"/> |

Score chart

Difference → Points

| | | |
|----|---|----|
| 5 | → | 6 |
| 4 | → | 7 |
| 3 | → | 8 |
| 2 | → | 9 |
| 1 | → | 10 |
| 0 | → | 9 |
| -1 | → | 5 |
| -2 | → | 4 |
| -3 | → | 3 |
| -4 | → | 2 |
| -5 | → | 1 |

Category 2: _____

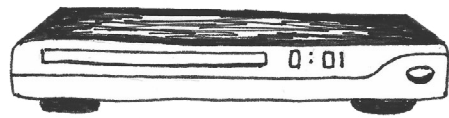
| | Stock | Customers | Difference | Points |
|---|----------------------|----------------------|----------------------|----------------------|
| 1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| 4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| | | | Total | <input type="text"/> |

Paġni mill-katalgu / Catalogue pages

Prodotti elettronici / Electronics



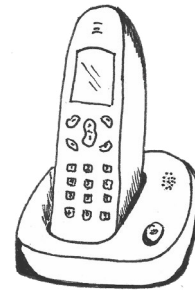
1. Radju / Radio



2. DVD plejer / DVD player

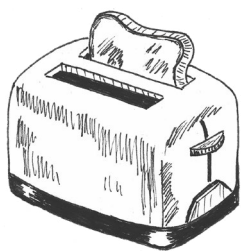


3. Żveljarin / Alarm Clock

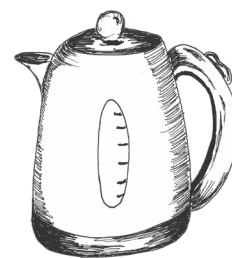


4. Cordless telefown / Cordless phone

Apparat tal-kċina / Kitchen appliances



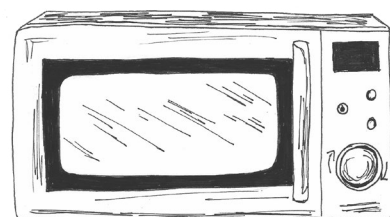
1. Towster / Toaster



2. Kitla tal-elettriku / Electric kettle



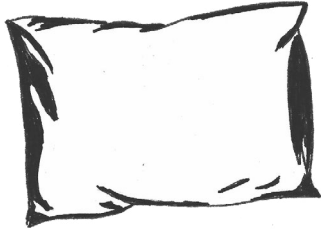
3. Sandwich press



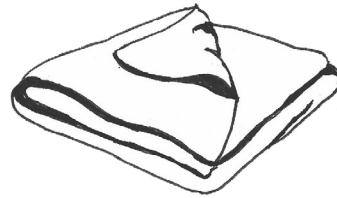
4. Majkrowejv / Microwave

Pajni mill-katalogu / Catalogue pages

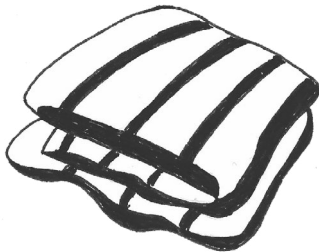
Bjankerija / Bedding



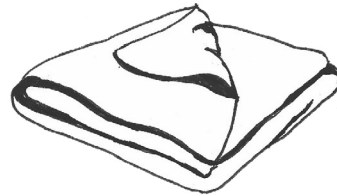
1. Investa / Pillowcase



2. Lożor tal-wieħed / Single sheets



3. Kutra / Blanket

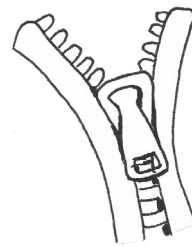


4. Lożor doppja / Double sheets

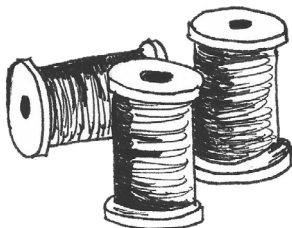
Affarijiet tal-ħjata / Haberdashery



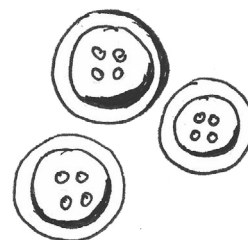
1. Ħolqa / Thimble



2. Żipp / Zip



3. Ħajt / Thread



4. Buttuni / Buttons