

Hot Dog Stand

In this program, students take on the role of a food vendor at an arena. They begin with \$500 in the bank and try to reach a given goal at the end of a number of events.

Students will then sign into the program and choose a game level.

Beginner – Students play through four events. Objects flash to guide students through the simulation. In addition, there are no random events at this level to complicate the simulation.

Intermediate – Students play through six events. Some random events will occur during a game; these present opportunities and difficulties to increase the realism of the simulation.

Advanced – Students play through eight events. Many random events will occur.



Getting Ready in the Office

After signing in and choosing a level, students will see the goal amount set for them. There are several things students must do before each event to ensure successful sales. The office contains tools that will help the student make decisions.

Find out information about an event (Bulletin Board, Desk, Bookcase)

Check the weather (Television)

Order and pay for supplies (File Cabinet)

Set prices (Pricing Sign)



Checking out the Desk

Computer – with an electronic checkbook, franchise report software, and a fun puzzle.

To Do List – a check-off list of tasks to complete.

Calendar – see the events of the season at a glance

Phone – you never know who is going to call

Binder – get tips on running the business from the previous owner



When you are done with an object, click **Backup** to go on.



Finding out information about an event

Checking out the calendar can be helpful. Attendance is highest for weekend evening events, and slightly lower for weekday daytime, weekday evening, or weekend matinee events.

Additional useful information is kept on the Bulletin Board behind the Desk. Students should check the Binder on the desk and the resources in the Bookcase.

Sun.	1	Mon. 2	Tues. 3	Wed. 4	Thur. 5	Fri. 6	Sat. 7
		Soccer 6pm			Concert 8pm		
	8	9	10	11	12	13	14
	Baseball 8pm						
	15	16	17	18	19	20	21
	Football 6pm						
	22	23	24	25	26	27	28
	Baseball 6pm	Concert 6pm					
	29	30	31				

Sell That Dog!

Average Attendance	Inventory
FOOTBALL 8000	BEEF FRANKS <input type="checkbox"/>
CONCERT 10000	TURKEY FRANKS <input type="checkbox"/>
FOOTBALL 6000	HOT DOG BUNS <input type="checkbox"/>
SOCCER 5000	CANS OF COLA <input type="checkbox"/>
	BAGS OF CHIPS <input type="checkbox"/>
	COURTESY KITS <input type="checkbox"/>

Tip
The longer the event the greater the sales!

Things To Do!

- Check calendar and TV weather report.
- Check wholesale prices of each supplier.
- Order supplies.
- Write checks to each supplier.
- Set prices on event sign.
- Check inventory in hot dog stand.
- Open hot dog stand.

Checking the Weather

The weather can have a strong impact on sales for an event because it affects attendance. To find out about the weather, students click the Television to turn on the weather report.

When the weather report is finished, the Television will automatically shut off. Students can replay the weather until they open the Stand.

Note: Attendance is best for fair and clear weather, followed by hot and sunny weather, light rain, thunderstorms, and finally, snow. The forecast, as in real world, may only be approximate, not always exact.



Ordering and paying for supplies

When students have gathered information about the event and weather, they are ready to order supplies. Certain supplies are only good for one event, and any excess will spoil and be discarded between events. The other supplies can be sold over multiple events.

Note: Students should make sure to order enough buns for all the hot dogs and turkey dogs and to order enough courtesy kits to go with each. Sales will drop if there are not enough buns or courtesy kits.

To order supplies, students click the File Cabinet. The top drawer will open. In the drawer are three Supplier folders, an Old folder, and buttons for different tools.

Students need to choose quantities of supplies and then write and send a check to pay for them. Supplies can be ordered from any combination of suppliers for each event. Previous orders can be seen in the Old folder.

Supplier:	Supplier 1	Supplier 2	Supplier 3	Old
Item	Unit	Price	Quantity	Amount
Hot Dogs	1 dozen	\$3.53	<input type="text"/>	<input type="text"/>
Turkey Dogs	1 dozen	\$4.57	<input type="text"/>	<input type="text"/>
Buns	1 dozen	\$2.48	<input type="text"/>	<input type="text"/>
Colas	1 case (24 cans)	\$9.25	<input type="text"/>	<input type="text"/>
Chips	1 box (50 bags)	\$23.10	<input type="text"/>	<input type="text"/>
Courtesy Kits	1 box (150 kits)	\$30.14	<input type="text"/>	<input type="text"/>
Grand Total			<input type="text"/>	<input type="text"/>
Bank Balance				\$500.00

Note: Some suppliers are not as reliable as others. Watch out for undelivered supplies that can affect sales.

Setting Prices

The final step in getting ready for an event is setting prices. To set prices, students click the Pricing Sign. In addition to setting prices, students can decorate their signs with stickers on the left side of the screen.

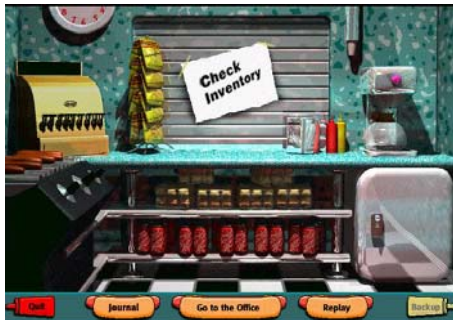
Students should be encouraged to experiment to find reasonable prices. If they set prices too high, sales will be poor; if they set prices too low, they may not make enough profit to offset costs.



Working at the Stand

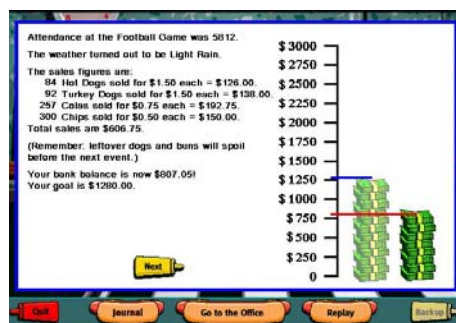
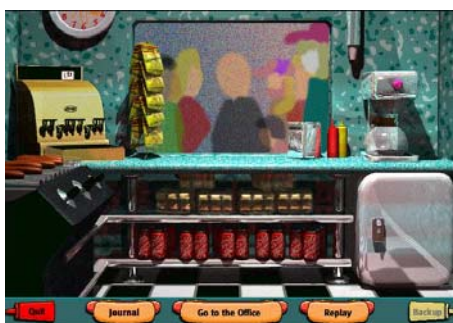
There are two main things for the students to do at the Stand.

Check that their supplies have arrived. If students are not satisfied with their inventory, they can click the Go to Office button and order additional supplies.



Open the Stand for business. An animation will play of the Stand window opening and various people coming to the window. At the end of the animation, the Stand window will close and a dialog will appear. The dialog will give the weather, the attendance, the sales for each item, and the total sales.

Students click **Next** to go on to the next event.



At the end of the events, a character will appear and tell you the results. If you reach your goal, you will be congratulated. If not, the character will provide encouragement for next time.

At the end of a game, a dialog appears allowing you to play a new game, change players, or exit the program.

