## **Vending Machine Problems**

**TECHNOLOGY** 

Technological systems such as vending machines or household appliances are designed to follow the user's instructions. For example, once a vending machine is loaded with goods, people just need to put in their money and press some buttons.

## Activity



Here are their purchases and change from each \$5:

- o 1 water and 1 fruit juice: 50 cents change
- o 1 packet of corn chips and 1 muesli bar: \$1 change
- o 2 packets of almonds: \$3 change
- o 1 water and 1 packet of almonds: \$2 change.



- a. What do Phil and
  Maria now know about
  the cost of the items?
- b. Explain your reasoning.



How could they use another \$5 note to find the missing information?

**Focus** 

Devising problem-solving strategies