

Money *Smarts.*

Markup, markdown, interest, and the business of money.

Aligns to: proportional relationships, percent problems, and simple interest (Grade 7 ratios & proportional relationships); pricing, banking, credit vs. debit, and saving (personal finance).

Grade 7 · Ages 12–13

1. Percent Increase & Decrease
2. Markup: Cost to Price
3. Markdown: the Sale Price
4. Commission
5. Simple Interest
6. Debit vs. Credit
7. Compare Two Bank Accounts
8. Pay Yourself First

Project — Run a Small Business Stand

A free classroom tool · baratelliinstitute.com

How to use this packet

These build proportional reasoning into real money: percent change, markup and markdown, commission, and simple interest, plus a first look at credit vs. debit and choosing a bank.

| | |
|-------------------------------------------|-----------------------|
| 1. Percent Increase & Decrease | Percent change. |
| 2. Markup: Cost to Price | Retail markup. |
| 3. Markdown: the Sale Price | Sale pricing. |
| 4. Commission | Pay tied to sales. |
| 5. Simple Interest | $I = Prt$. |
| 6. Debit vs. Credit | Two kinds of cards. |
| 7. Compare Two Bank Accounts | Interest minus fees. |
| 8. Pay Yourself First | Saving a set percent. |

The project. In the project, students run a small business stand — setting cost, markup, and price, then projecting revenue, commission, and profit. It pulls the skills together into one real-world task — assign it as a capstone, group work, or homework. **Print in black-and-white, single-sided.** Most worksheets take 15–20 minutes; the answer key with concept notes and differentiation tips is at the back.

The ideas behind this packet

Meet Diego, who runs a small sneaker table and learns the math of buying and selling. Read the story once, then the worksheets will make sense — the answers will be things you were *taught*, not things you had to guess.

Diego's sneaker table

Start with the basics: money is **earned**, and a **percent** is just a part out of 100. When you keep money in the bank, it pays you **interest** — extra money for saving. Diego puts those ideas to work running a sneaker table.

He buys sneakers wholesale at a **cost** of \$30 a pair and sells at a **markup** of 60%, so his price is $\$30 \times 1.60 = \48 . A slow week, so he runs a **markdown** — 30% off — dropping a \$48 pair to \$33.60. His friend Sam works the table for a 10% **commission**: sell \$200 of sneakers, earn \$20. Diego keeps his profit in a savings account paying **simple interest** — $\text{Interest} = \text{Principal} \times \text{rate} \times \text{time}$ — so \$1,000 at 5% for 3 years earns \$150. He pays suppliers with a **debit card** (his own money), but a **credit card** is different: it borrows the bank's money, which he must pay back, with extra interest if he doesn't repay in full.

KEY TERMS IN THIS STORY

Earn & percent — money is earned; a percent is a part out of 100

Markup — the amount added to cost to set the selling price

Markdown — a percent taken off the price — a sale

Commission — pay equal to a percent of what you sell

Simple interest — $\text{Interest} = \text{Principal} \times \text{rate} \times \text{time}$

Debit vs. credit — your money now vs. the bank's money to repay

LESSON

Percent change, markups, and markdowns

Money is earned, and a percent is a part out of 100. Stores use percents to set and cut prices.

Percent change

How much a number rose or fell, as a percent of the original: $\text{change} \div \text{original}$. **Example:** \$40 → \$50 is $\$10 \div \$40 = 25\%$ **up**.

Markup

Stores buy at a cost and sell higher: $\text{price} = \text{cost} \times (1 + \text{markup})$. **Example:** \$30 cost, 60% markup → $30 \times 1.60 = \$48$.

Markdown

A sale is a percent off the price: $\text{sale price} = \text{price} \times (1 - \text{markdown})$. **Example:** \$90 at 30% off = \$63.

Now practice → the Percent Increase & Decrease, Markup, and Markdown worksheets.

1. Percent Increase & Decrease

Change \div original $\times 100 =$ percent change. Or apply a change with $\times(1 \pm \text{rate})$.

Example — \$50 increased 20% = $50 \times 1.20 =$ **\$60**.

a) \$50 increased by 20% =

b) \$80 decreased by 15% =

c) A price rose from \$40 to \$50. Percent increase =

2. Markup: Cost to Price

Stores buy at cost and sell higher. Price = cost \times (1 + markup).

a) A shirt costs the store \$30; they mark it up 60%. Selling price =

b) A bike costs \$120; marked up 35%. Selling price =

3. Markdown: the Sale Price

A markdown is a percent off the price. Sale price = price \times (1 - markdown).

a) A \$90 coat, 30% off. Sale price =

b) A \$45 game, 40% off. Sale price =

LESSON

Getting paid and earning interest

There's more than one way to be paid — and money in the bank earns money too.

Commission

Pay equal to a percent of what you sell, sometimes plus a base pay. **Example:** 6% of \$25,000 in sales = **\$1,500**.

Simple interest

The reward for saving (or the cost of borrowing): $\text{Interest} = \text{Principal} \times \text{rate} \times \text{time}$. **Example:** \$1,000 at 5% for 3 years = $1,000 \times 0.05 \times 3 = \mathbf{\$150}$.

Now practice → the Commission and Simple Interest worksheets.

Name: _____

Date: _____

4. Commission

Many salespeople earn a percent of what they sell, sometimes plus a base pay.

a) 6% commission on \$25,000 of sales =

b) \$400 base pay + 10% on \$8,000 in sales (*find the commission first, then add the base*) =

Name: _____

Date: _____

5. Simple Interest

Interest is the cost of borrowing or the reward for saving. Use the formula below.

SIMPLE INTEREST

$$I = P \times r \times t \quad (\text{Principal} \times \text{rate} \times \text{time in years})$$

a) \$1,000 at 5% for 3 years. Interest =

b) \$2,500 at 4% for 2 years. Interest =

Final balance =

LESSON

Banking, cards, and saving

Where you keep money — and how you pay — matters.

Debit vs. credit

A **debit** card spends your own money now. A **credit** card borrows the bank's money, which you must pay back — with interest if you don't pay in full.

Choosing a bank

Interest helps you; fees hurt. Compare the net: interest earned – fees. **Example:** 3% on \$2,000 = \$60, minus \$48 in yearly fees = **\$12 net**.

Pay yourself first

Save a set percent of every dollar before spending. **Example:** 15% of \$1,200 = \$180 a month, or **\$2,160 a year**.

Now practice → the Debit vs. Credit, Compare Two Bank Accounts, and Pay Yourself First worksheets.

6. Debit vs. Credit

Two cards, two very different things. Read each, then answer.

| | Debit card | Credit card |
|----------------|-------------------|------------------------|
| Whose money? | Yours, right now | Borrowed from the bank |
| Pay it back? | No — already paid | Yes — or pay interest |
| Builds credit? | No | Yes, if paid on time |

a) You have \$20 and want a \$30 item. Which card lets you buy it — and what is the risk?

b) Why can a credit card cost more than the sticker price?

7. Compare Two Bank Accounts

Interest helps; fees hurt. Find the net (interest earned minus fees) on a \$2,000 balance for one year.

| Account | Interest | Monthly fee |
|-----------|-------------|-------------|
| Account A | 3% per year | \$4 |
| Account B | 2% per year | \$0 |

Account A: interest – fees = net

Account B: interest – fees = net Better
account: _____

8. Pay Yourself First

Smart savers take savings out before spending. Save a set percent of every dollar earned.

a) You earn \$1,200 a month and save 15%. Monthly savings =

b) How much is that after 12 months?

c) Name one way to make sure you actually save it each month.

Run a Small Business Stand

You're starting a stand — lemonade, baked goods, friendship bracelets, your call. You'll set your costs, choose a markup, price your product, and figure out your profit.

Step 1 — Costs and price

What are you selling? _____

Your **cost** to make one = Markup you choose = _____ % **Selling**

price =

Step 2 — Project your sales

If you sell _____ units, your **revenue** = price × units =

Your **total cost** = cost × units = **Profit** = revenue − cost =

Step 3 — Hire a helper on commission

You pay a friend 10% commission on what they sell. If they sell \$40 worth, you pay them

.

Does adding the helper still leave you a profit? Show the new numbers.

Step 4 — One decision

Would you raise your price, lower your cost, or sell more? Explain using your numbers.



Teacher's Answer Key & Concept Notes

1. Percent Increase & Decrease — a) \$60 b) \$68 c) 25% increase ($10 \div 40$).

Differentiate: Support: apply the change as $\times 1.2 / \times 0.85$. Challenge: a price that drops 15% then rises 15% — back to start? (No.)

2. Markup: Cost to Price — a) \$48 b) \$162.

Differentiate: Support: find the markup dollars first. Challenge: work backward — price \$48 from a 60% markup means what cost?

3. Markdown: the Sale Price — a) \$63 b) \$27.

Differentiate: Support: find the savings, then subtract. Challenge: a 30%-off then extra 10%-off price.

4. Commission — a) \$1,500 b) \$1,200.

Differentiate: Support: commission only first. Challenge: what sales total earns \$2,000 at 6%?

5. Simple Interest — a) \$150 b) interest \$200, balance \$2,700.

Differentiate: Support: write P, r, t before multiplying. Challenge: how many years for \$1,000 at 5% to earn \$250?

6. Debit vs. Credit — a) Credit; risk = debt + interest if not repaid. b) interest is charged on unpaid balances.

Differentiate: Support: read the table aloud. Challenge: when is a credit card the smarter choice? (build credit, pay in full).

7. Compare Two Bank Accounts — A: $\$60 - \$48 = \$12$. B: $\$40 - \$0 = \$40$. Account B.

Differentiate: Support: fees = $\$4 \times 12$. Challenge: at what balance does A finally beat B?

8. Pay Yourself First — a) \$180 b) \$2,160 c) automatic transfer on payday.

Differentiate: Support: 10% then half. Challenge: at 15%, how long to save \$5,000?

P. Project — Run a Small Business Stand — Open — price = cost $\times (1 + \text{markup})$; profit = revenue – total cost – commission.

Differentiate: Support: start with 5 units sold. Challenge: find the break-even number of units.

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