STUDENT WORKSHEET

Taco Truck Week

Day 1 · Opening day

Predict profit before opening the truck. Record the result after each try, then explain it using the game's fixed model. Use a minus sign for a loss.

Record each try	Trial A	Trial B / comparison
Predicted profit ($), before launch		
Price per meal ($)		
Meals prepared / sold / wasted		
Sales revenue ($)		
Ingredient cost ($)		
Daily fixed cost ($)		
Actual profit ($)		
Goal met?		

1. Compare your prediction with actual profit. Show revenue minus ingredient and fixed costs for your try.

2. Compare $5 and $8 prices on Opening Day. Both earn $800 revenue. Why are profits different?

Use Trial B for the comparison. Keep your original prediction in Trial A.

STUDENT WORKSHEET

Taco Truck Week

Day 2 · Prep day

Predict first. Use Trial B for a different preparation plan.

Record each try	Trial A	Trial B / comparison
Predicted profit ($), before launch		
Price per meal ($)		
Meals prepared / sold / wasted		
Sales revenue ($)		
Ingredient cost ($)		
Daily fixed cost ($)		
Actual profit ($)		
Goal met?		

3. Compare your prediction with actual profit. Show revenue minus ingredient and fixed costs for your try.

4. At $8, compare preparing 100, 150, and 50 meals on a sunny day. Explain waste and missed sales.

STUDENT WORKSHEET

Taco Truck Week

Day 3 · Rainy day

Record a rainy-day plan, then compare it with another try.

Record each try	Trial A	Trial B / comparison
Predicted profit ($), before launch		
Price per meal ($)		
Meals prepared / sold / wasted		
Sales revenue ($)		
Ingredient cost ($)		
Daily fixed cost ($)		
Actual profit ($)		
Goal met?		

5. Compare your prediction with actual profit. Show revenue minus ingredient and fixed costs for your try.

6. At $8 in the rain, compare preparing 100 meals with preparing 50. Why does changing prep help?

7. Choose a day that missed its goal. What went wrong, and which game rule would guide your next change?

8. Make a claim about a profitable plan. Support it with two trials and explain the roles of demand, cost, and waste.

Claim	
Evidence	
Reasoning	