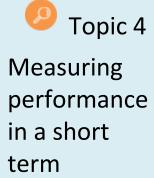
CALCULATION OF COGS











Activity

- **Short Description**: In an individual activity, each student should read the example given below and apply the formula to count the COGS for the manufacturing business.
- Methodology: Inductive learning
- Duration: 15 min
- Difficulty (high medium low): Low
- Individual / Team: Individual
- Classroom / House: Home or classroom
- What do we need to do this activity?
 - Hardware (Calculator)
 - **Software** (None)
 - Other resources (Paper and pen)







Description

- **Text description**: Once when the lesson is presented by the teacher, the student should apply the COGS formula to the example given below.
- Illustration:



For example, let's say that a company that manufactures furniture incurs the following costs:

Direct Materials: 100.000 €

Direct Labor: 50.000€

Manufacturing Overhead: 55.000 €
Beginning WIP Inventory: 10.000 €
Ending WIP Inventory: 25.000 €

Instructions

- 1. STEP 1: Use the formula for COGS for manufacturing business.
- 2. STEP 2: Count the COGS for the given example.

Expected outcomes

• Students will better understand COGS through examples and implementation of formulas.

This activity can be used in other (module, course, topic, lesson):

Module III, III.1 Business model creation

DIGICOMP (Competences developed): Browsing, searching and filtering data, information, and digital content, Evaluating data, information, and digital content, Managing data, information and digital content

ENTRECOMP (Competences developed): Financial and economic literacy, Learning through experience, Ethical and sustainable thinking







ANNEX:

DIGCOMP	ENTRECOMP
1. INFORMATION AND DATA LITERACY	1. IDEAS AND OPPORTUNITIES
1.1 Browsing, searching and filtering data, information and digital content	1.1 Spotting opportunities
	1.2 Creativity
1.2 Evaluating data, information and digital content	1.3 Vision
1.3 Managing data, information and digital content	1.4 Valuing ideas
	1.5 Ethical and sustainable thinking
2 COMMUNICATION AND	2 DECOLIDES
2. COMMUNICATION AND COLLABORATION	2. RESOURCES
2.1 Interacting through digital technologies	2.1 Self- awareness and self- efficacy
2.2 Sharing through digital technologies	2.2 Motivation and perseverance







2.3 Engaging in citizenship through digital technologies	2.3 Mobilizing resources
2.4 Collaborating through digital	2.4 Financial and economic literacy
technologies	
	2.5. Mobilizing others
2.5 Netiquette	
2.6 Managing digital identity	
3. DIGITAL CONTENT CREATION	3. INTO ACTION
3.1 Developing digital content	3.1 Taking the initiative
3.2 Integrating and re-elaborating digital	3.2 Planning and management
content	5.2 Flamming and management
	3.3 Coping with uncertainty, ambiguity and
3.3 Copyright and licences	risk
2.4. Buo suo un in s	2.4.Mayling with athous
3.4 Programming	3.4 Working with others
	3.5. Learning through experience
4. SAFETY	
4.1 Protecting devices	
4.2 Protecting personal data and privacy	
4.3 Protecting health and well-being	
4.4 Protecting the environment	
5. PROBLEM SOLVING	
J. FRODELIN JOEVING	
5.1 Solving technical problems	
5.2 Identifying needs and technological responses	
5.3 Creatively using digital technologies	











