







NUTRIKIDS® POS SYSTEMS SOFTWARE CASHIER TUTORIAL 2010

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# **GETTING STARTED**

This manual demonstrates the simple procedures you will perform during breakfast and lunch when operating your NUTRIKIDS POS System. We will show you how to start the NUTRIKIDS Program and explain how to navigate easily through the various screens. Do not be afraid to ask questions!

You will see an icon on your Desktop named NUTRIKIDS CASHIER TRAINING. Click this icon twice and an hourglass will appear as the program starts. A Log-In Screen appears. Each cashier's name is available and may be selected at any time throughout the meal serving period.



### 1. Selecting a Cashier:

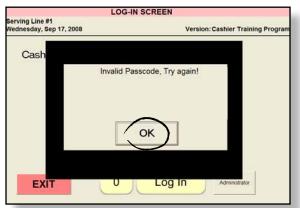
- ► Press **SEARCH**.
- ▶ Use the **UP** or **DOWN** arrow keys to locate the correct cashier name.
- ► Highlight the name and press **SELECT**.





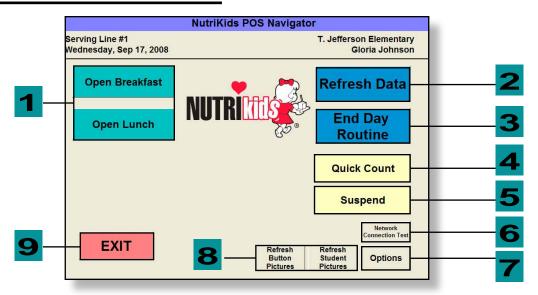
#### 2. Entering a Passcode:

- ▶ Press the Number Pad with the cashier's 4-digit passcode.
- ► The Passcode for this training is 1234.
- ▶ Press LOG IN.
  - > <u>NOTE:</u> If you have incorrectly entered a Passcode, you will be prompted with a message that states "Invalid Passcode. Try again!" Press OK and then press the Number Pad to correctly re-enter the Passcode.





# OVERVIEW OF MAIN MENU SCREEN



- 1. MEAL PERIOD SELECTION— As a Meal Period is about to begin, press the corresponding button. Once you have selected a Meal Period, by pressing either OPEN BREAKFAST or OPEN LUNCH the STUDENT ID screen appears.
- 2. REFRESH DATA— Pressing this button allows you to update information from the Manager's program throughout the Service Day. Information that is generated from either the Director's or Manager's Office may be quickly updated to the Serving Line via REFRESH DATA. Simply press the button and the updated information will be available. This should be run before entering into a meal period.
- 3. END DAY ROUTINE— This is the final process which completes the end of the serving day. Pressing END DAY ROUTINE sends all of the day's transactions back to the Manager's Office for record keeping and report generating. IMPORTANT: This task is ONLY performed when all meals have been served for the day!
- 4. QUICK COUNT— Throughout the day, the Quick Count feature allows anyone to view Student and Adult participation during a specific meal period. The Student participation numbers are divided into Student Eligibility Groups (Free, Reduced, and Paid). Total Reimbursable Meals are totaled at the bottom of the screen. Any Ala Carte items sold are also listed in the Quick Count screen for a quick review of daily sales.
- 5. SUSPEND– This feature takes the Serving Line back to the LOG IN screen. Use this feature anytime the Cashier leaves the Serving Line.
- 6. NETWORK CONNECTION TEST—Press this button to determine whether your serving line is connected to the Manager's database or not. It is extremely important that the Serving Line program is connected to the Manager's database. If you get a message that says ERROR, there is either a network problem or your Serving Line is not looking in the correct location for the Manager's database.
- 7. OPTIONS— Press this button to set options for the session that you are currently signed on to. Once you exit the Serving Line program, these options return to their defaults and have to be reset the next time you sign on. The two options that can be set here are Auto Meal and Auto Next (students only).
- 8. REFRESH PICTURES— If your District is using the Picture Features, it will be set-up from within the Manager Program. If there are any additions or modifications to these pictures in the Manager Program, you will need to press this button to see the changes on the Serving Line.
- 9. EXIT— Closes out of the program and returns you to the Desktop.

# STUDENT ID SCREEN

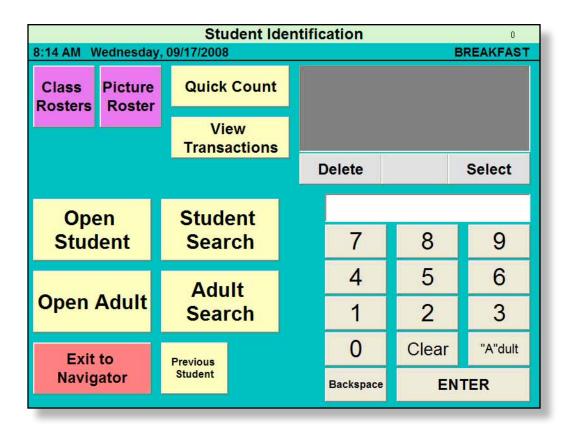
The Student Identification screen appears after selecting a Meal Period.

### Accessing a Student or Adult

There are several options to use when accessing a student or adult:

- ▶ Omni Directional Scanner—Used by cashier or customer.
- ► Wand—Used by Cashier.
- ▶ Pin Pad/Slot Reader (Bar Code Reader)—Used by customer.
- ► Class/Picture Roster Lists—This option is available on the screen when the SHOW CLASSROOM LIST option is selected in the Manager's Program.
- ▶ Manual entry of student numbers from the touchscreen monitor used by Cashier.
- ▶ The cashier may also access Student information by performing a Manual Student Alpha Search.

Each of these options may be used on any serving line (if all are enabled).

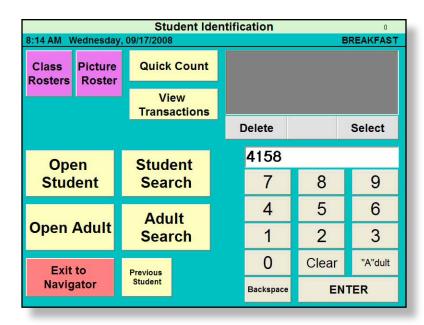


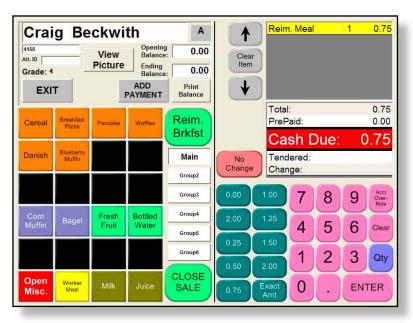
# STUDENT ID SCREEN (CONTINUED)

With the Pin Pad/Slot Reader, Wand, or Omni Directional Scanner, the student can scan the ID card as they come to the Cashier. The Bar Code, located at the bottom of the card, includes the student identification number. The student's account appears on the screen.



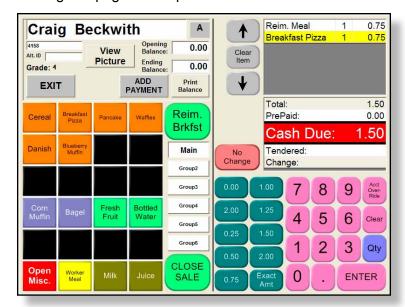
If the student does not have their card with them during the meal service period, they may also access their student information by typing in the student ID number. Once the student's number is entered, the Student's account appears on the Cashier's Screen and the transaction can begin.

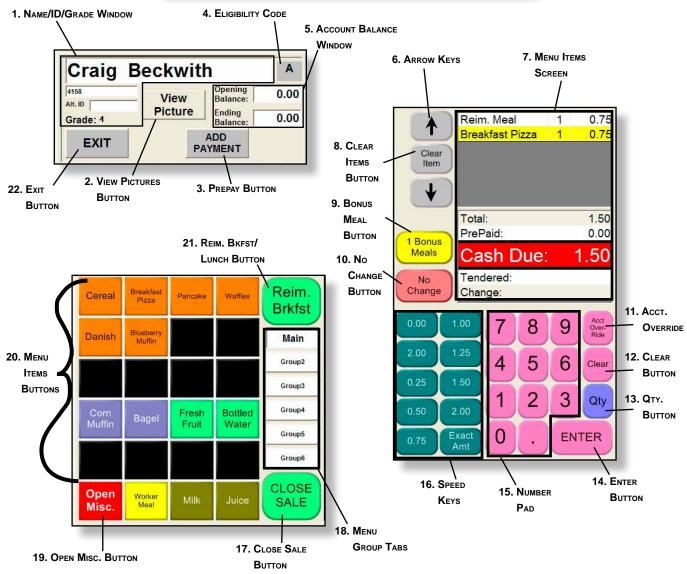




# STUDENT TRANSACTION SCREEN OVERVIEW

Please reference the following two pages for explanations of each button.





# STUDENT TRANSACTION SCREEN OVERVIEW (CONTINUED)

- 1. <u>NAME/ID/GRADE WINDOWS</u>—Displays the name, ID number, and Alternate ID number (if used), of the child/adult whom you are currently working with.
- 2. <u>VIEW PICTURES BUTTON</u>—If pictures have been setup and installed on the serving line, then you will be able to press this button and display a picture of the current student.
- 3. PREPAY BUTTON—Allows you to make a cash or check deposit on a student account.
- **4. ELIGIBILITY CODE WINDOW**—This is the Free/Reduced/Full Pay eligibility code that has been setup by your district.
- 5. <u>ACCOUNT BALANCE WINDOWS</u>—Opening Balance window shows the balance of the student account before any items are selected and the Ending Balance window shows the account balance after items are selected.
- **6. ARROW KEYS**—These arrow keys allow you to move through the menu items in the sales screen. The selected item will be highlighted in yellow. When an item is selected, you may choose to use the remove the item using the **REMOVE ITEM** button.
- 7. <u>MENU ITEMS SALES SCREEN</u>—This window shows all the items that are currently being purchased. It gives a total for those items, shows the amount that will be taken out of the person's account (if they have money on their account), the Cash Due (be sure to always look at this amount), amount of money tendered (once entered by the cashier), and the change that is due.
- **8. REMOVE ITEM BUTTON**—When pressed it will remove the item that is highlighted in yellow from the Menu Items area.
- 9. <u>BONUS MEAL BUTTON</u>—If you offer bonus meals or bonus items, this button will be present. The defaults for earning a meal or item are set within each building. You can press this button after a Reimbursable Meal has been sold (and before pressing CLOSE SALE) and it will take away any charge to the student for that one meal.
- **10. <u>NO CHANGE BUTTON</u>**—Pressing **NO CHANGE** automatically adds the amount of Change due into the Student or Adult's prepay account balance.
- 11. <u>ACCT. OVERRIDE BUTTON</u>—This button is used when a student/adult gives you cash for a sale instead of using the money that is in their account. Enter the amount the student is giving you on the Number Pad and then press **ACCT. OVERRIDE** *instead* of pressing **ENTER** on the Number Pad.
- **12.** <u>CLEAR BUTTON</u>—Use **CLEAR** on the Student Transaction Screen to delete an incorrect dollar amount entered.
- 13. **QUANTITY BUTTON**—**QUANTITY** allows large purchases of an item to be entered with one button.
- **14. ENTER BUTTON**—Pressing **ENTER** from the *Student Transaction Screen* places the \$ amount you have entered into the **Tendered** box. Once you press **ENTER** in the *Student Transaction Screen*, the amount appears in the **Tendered** box and the **Change** box displays what you owe the student.
- 15. <u>NUMBER PAD</u>—Use the Number Pad to enter in the amount that was tendered to you. When the amount is not available on the speed keys, you have to use the Number Pad when using the account override button. When using the Number Pad you must press the decimal and **ENTER** or **ACCT**. **OVERRIDE** when finished.
- **16. <u>SPEED KEYS</u>**—These keys are used for quick input of common amounts that are tendered at the time of sale.

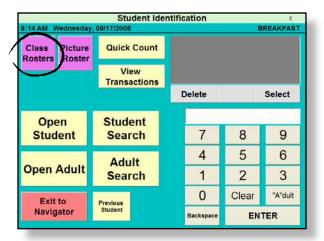
# STUDENT TRANSACTION SCREEN OVERVIEW (CONTINUED)

- 17. <u>CLOSE SALE BUTTON</u>—CLOSE SALE ends the current transaction. Remember to enter the dollar amount and then press CLOSE SALE. This will return you to the *Student Identification Screen* in order to start processing the next customer.
- **18.** MENU GROUP TABS—You will notice on the *Student Transaction Screen* that there are tabs labeled Main, Group 2, 3, 4, 5, and Misc. Each Group has 24 keys. There are 6 Groups available to select menu items from. These Group tabs are set up in the Manager's Program, giving the ability to categorize specific items used in ala carte sales. For example, Group 2 could be used for all the dessert items, Group 3 may have all the Salad Bar items, and so on.
- **19. OPEN MISC. BUTTON**—This button can be used when a specific ala carte item button is missing. When pressed, you need to use the Number Pad to enter the amount of the item (be sure to use a decimal and press **ENTER**).
- **20.** <u>MENU ITEM BUTTONS</u>—These buttons are all of your ala carte items that can be customized by the Manager's program.
- **21.** <u>REIM. BRKFST/LUNCH BUTTON</u>—When pressed, this give the student a reimbursable meal and charge them the correct price based on their eligibility.
- 22. <u>EXIT BUTTON</u>—Use this button to exit the student account when you are not selling them anything. In order to exit, use the **REMOVE ITEM** button to remove any items that are showing in the *Menu Items Screen*. **EXIT** is also used when you are making a Prepayment on a student account when no purchase is made at the time of the prepayment.

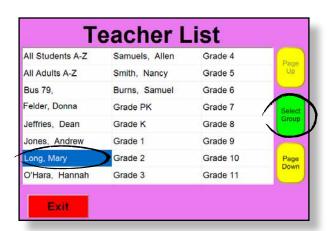


# STUDENT IDENTIFICATION SCREEN USING THE CLASS ROSTER

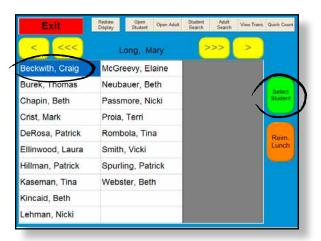
1. Press CLASS ROSTERS.



- 2. Press LONG, MARY.
- 3. Press SELECT GROUP.



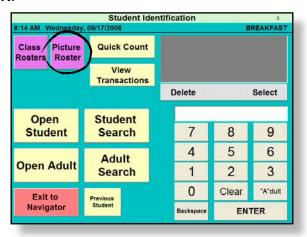
- 4. Press BECKWITH, CRAIG.
- 5. Press SELECT STUDENT.



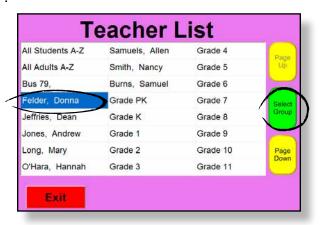


# STUDENT IDENTIFICATION SCREEN USING THE PICTURE ROSTER

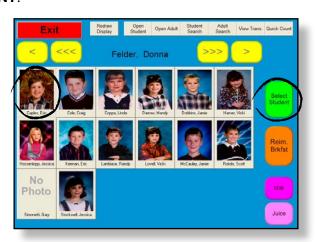
1. Press PICTURE ROSTER.



- 2. Press the name FELDER, DONNA.
- 3. Press SELECT GROUP.

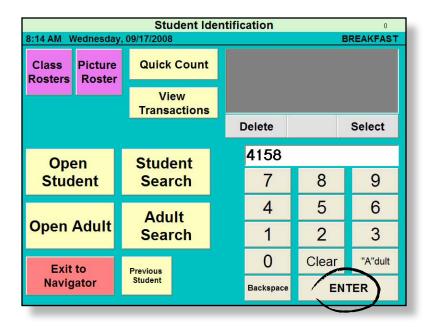


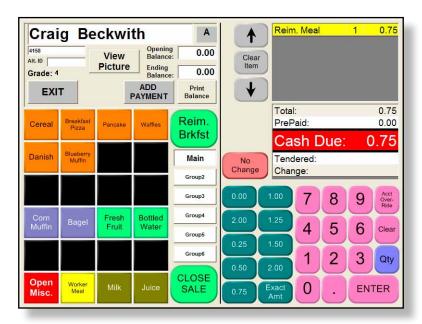
- 4. Press CAPLES, ERIC.
- 5. Press SELECT STUDENT.





1. The cashier may also enter the Student Identification Number by pressing the Number Keys on the right and then **ENTER**.





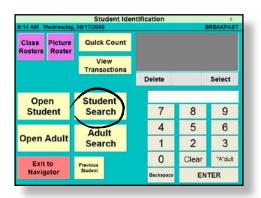
# MANUAL STUDENT SEARCH

A student can also be looked up on the cashier's screen. You will need to use this method if a student has forgotten their ID # or has switched rooms and the information has not filtered to the Food Service Department. Follow the steps outlined below to find the Student and process the transaction.

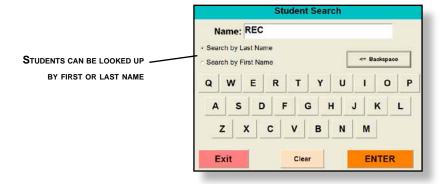


# LOCATING A STUDENT THROUGH A MANUAL STUDENT SEARCH

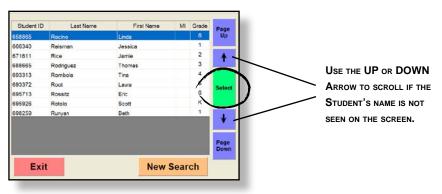
1. Press STUDENT SEARCH.



- 2. Type REC.
- 3. Press ENTER.



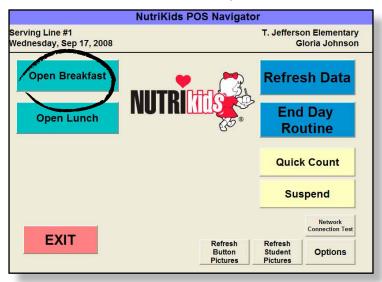
- 4. Press RECINO, LINDA.
- 5. Press **SELECT**.
- 6. Continue to process the transaction.



# PROCESSING TRANSACTIONS

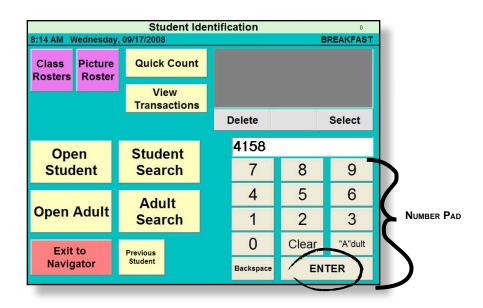
# ENTERING BREAKFAST TRANSACTIONS

Press **OPEN BREAKFAST** on the Meal Period screen to get started.

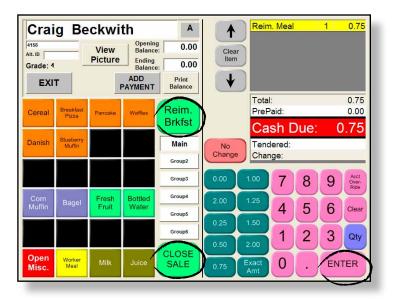


# Transaction #1: Basic Reimbursable Transaction

- 1. Enter the Student ID # 4158 on the Number Pad.
- 2. Press ENTER.

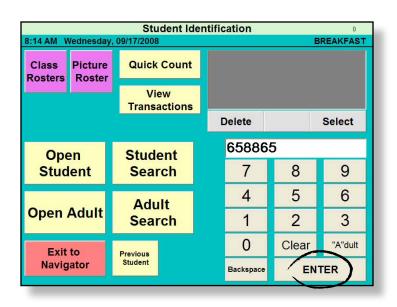


- 3. The Student Transaction screen will be visible with the student's account information.
- 4. Press REIM. BRKFST. The Cash Due will indicate the amount the student owes is \$0.75.
- 5. Type .75 on the Number Pad using the decimal key.
- 6. Press ENTER.
- 7. \$0.00 will appear at Change reflecting the amount due to the student.
- 8. Press CLOSE SALE.



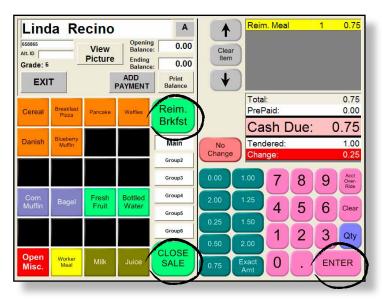
# Transaction #2: Basic Reimbursable Transaction

- 1. Enter the Student ID # 658865.
- 2. Press ENTER.



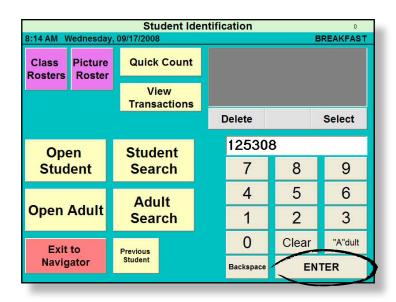
The Student Transaction Screen appears with the student's account information

- Press REIM. BRKFST.
- 4. The cash screen will indicate the amount that the student owes at Cash Due.
- 5. The student owes \$0.75 and gives you \$1.00.
- 6. Enter 1.00 for the amount tendered (make sure to use the decimal point).
- 7. Press ENTER.
- 8. The amount tendered reflects you have entered \$1.00.
- 9. The Change shows \$0.25 for the amount due to the student.
- 10. Press CLOSE SALE.



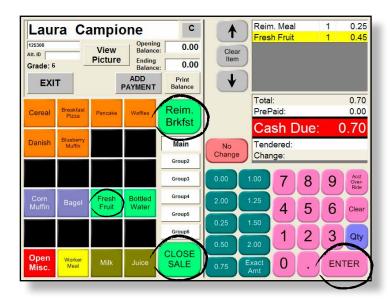
# TRANSACTION #3: BASIC REIMBURSABLE WITH ALA CARTE

- 1. Enter the Student ID # 125308.
- 2. Press ENTER.



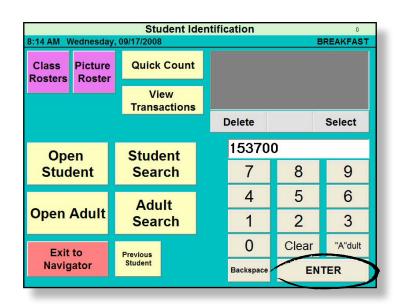
# The Student Transaction Screen appears

- 3. Press REIM. BRKFST.
- 4. Press FRESH FRUIT.
- 5. Both Fresh Fruit and Reim. Meal appear on the screen.
- 6. The Cash Due is \$0.70.
- 7. Enter .70 for the amount tendered (use the decimal point).
- 8. Press ENTER. This will show the tendered amount of \$.70 and the change due 0.00.
- 9. Press CLOSE SALE.



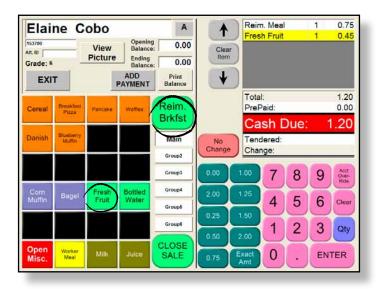
# Transaction #4: Basic Reimbursable with Ala Carte and Change

- 1. Enter the Student ID # 153700.
- 2. Press ENTER.

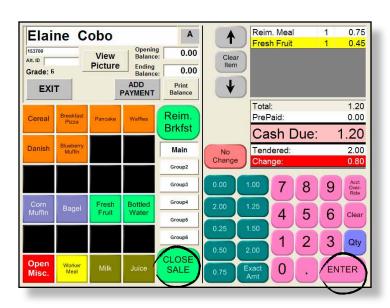


# The Student Transaction Screen appears

- 3. Press REIM. BRKFST.
- 4. Press FRESH FRUIT.
- 5. The total of \$1.20 for this transaction shows at Cash Due.

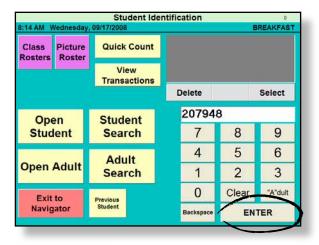


- 6. Enter \$2.00 on the Number Pad.
- 7. Press ENTER.
- 8. The Change Due will be \$0.80.
- 9. Press CLOSE SALE.



### Transaction #5: Entering a Prepayment Transaction

- 1. Enter the Student ID # 153700.
- 2. Press ENTER.



## The Student Transaction Screen appears

3. Press **ADD PAYMENT** under the student's name. The Prepay Screen appears, showing the Student's name, ID #, and current balance.



- 4. Enter the amount of the prepayment. Enter **20.00** on the number pad (no decimal is necessary).
- 5. Press CHECK.
- 6. At check #, enter 257 using the Number Pad.
- 7. Press SAVE.



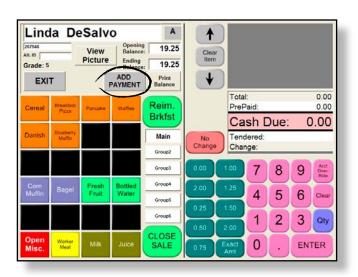
- Press REIM. BRKFST.
- 9. Note that the meal is now being deducted from the Opening Balance of \$20.00.
- 10. Press CLOSE SALE.



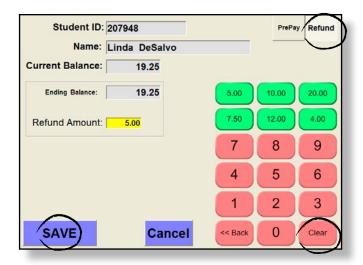
### **SCENARIO:**

Linda just realized she needs \$5.00 for a Student activity after school. The \$5.00 was part of the \$20.00 prepayment and she mistakenly deposited ALL of the money.

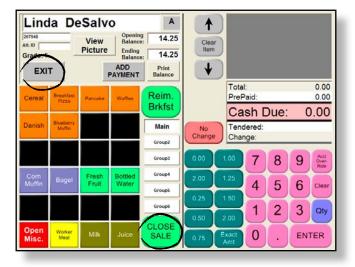
- 11. Do a student search for LINDA DESALVO.
- 12. Bring her account up on the screen.
- 13. Notice the Opening Balance of \$19.25.
- 14. Press ADD PAYMENT.



- 15. Press REFUND.
- *16.* **CLEAR** the existing amount.
- 17. Enter 5.00 using either the Number Pad or Speed Keys.
- 18. Press SAVE and Linda's new account balance will be reflected in her account screen.



- 19. Give Linda \$5.00 from cash drawer.
- 20. Press EXIT.
- 21. Press **EXIT** again at the Student Search screen to return to the Student Identification screen.

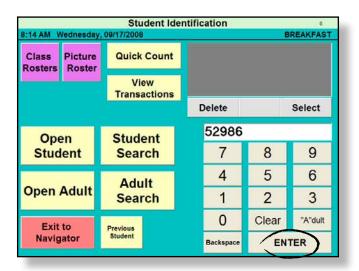




NOTE: You are NOT closing a sale. You are exiting a transaction that has no items.

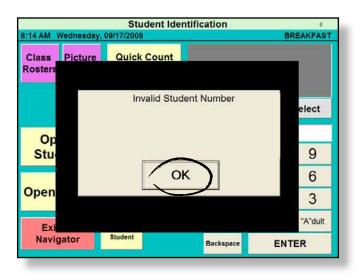
# TRANSACTION #6: CANCELLING A TRANSACTION

- 1. Enter the Student ID # 52986.
- 2. Press ENTER.

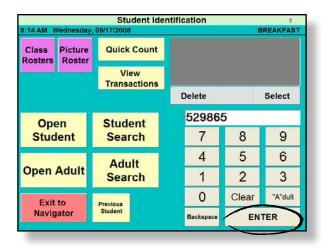


The screen appears, informing you that an invalid student ID number has been entered.

### 3. Press OK.



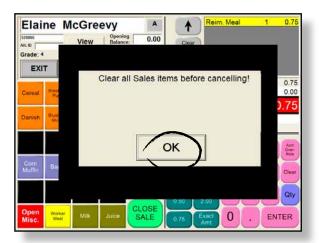
- 4. Enter the correct student ID number, 529865.
- 5. Press ENTER.



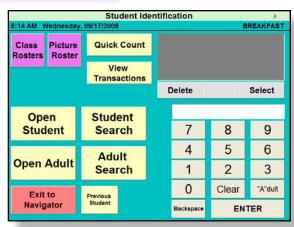
#### **SCENARIO:**

If you enter a Student ID number and start to ring up the purchase and the student in front of you does not want any of the items on their tray, you can exit out of the transaction without saving it.

- 6. Clear all of the selected items by pressing **CLEAR ITEM**.
- 7. Press EXIT.

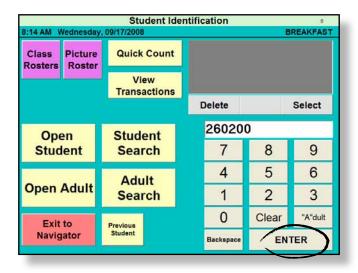


You return to the Student ID Screen where you can enter the next student number.



### Transaction #7: Open Miscellaneous Transaction

- 1. Enter the Student ID # 260200.
- 2. Press ENTER.



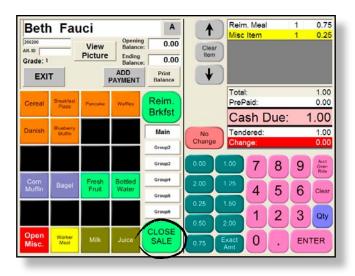
### **SCENARIO:**

Beth is purchasing a Reimbursable Meal and needs a cup to share her drink with a friend. The school charges \$0.25 for a cup. The OPEN MISC. button can be used to designate a specific dollar amount for a non-specific item to be used for that individual sale only.

- 3. Press REIM. BRKFST.
- 4. Press OPEN MISC.
- 5. Enter .25 on the Number Pad.
- 6. Press SAVE.
- 7. The Cash Due shows \$1.00 is due.

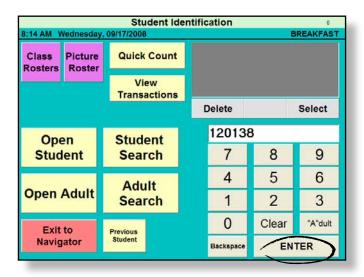


- 8. Enter **1.00** as the *Tendered* amount using the Number Pad.
- 9. The amount is now reflected in *Tendered* and the *Change Due* (\$0.00) displays.
- 10. Press CLOSE SALE.



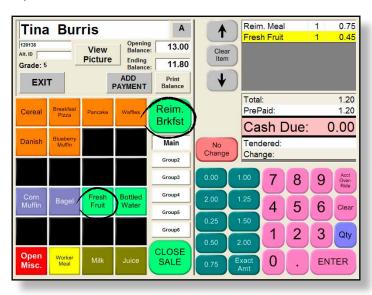
# TRANSACTION #8: ACCOUNT OVERRIDE

- 1. Enter the Student ID # 120138.
- 2. Press ENTER.

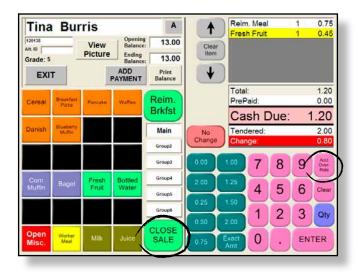


Tina is getting a Reimbursable Meal and a Fresh Fruit.

- 3. Press REIM. BRKFST and FRESH FRUIT.
- 4. Tina has an *Opening Balance* of \$13.00. She would like to keep the money in her account today and pay cash for the entire purchase with \$2.00.



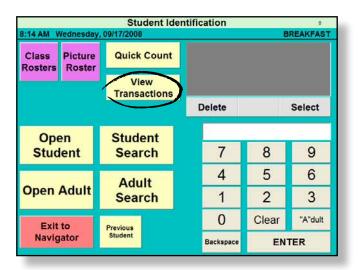
- 5. Enter 2.00.
- 6. Press ACCT. OVERRIDE (Speed Keys CANNOT be used for this function!).
- 7. The Account Override leaves \$1.20 due in Tina's prepayment account and gives her Change of \$0.80.
- 8. Press CLOSE SALE.



### TRANSACTION #9: USING VIEW TRANSACTIONS

VIEW TRANSACTIONS lists all breakfast transaction history on that date.

1. Press VIEW TRANSACTIONS.

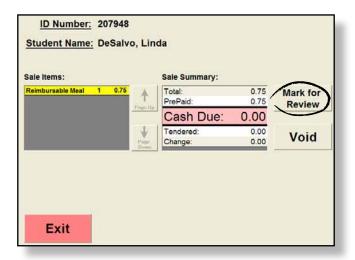


- 2. Press Linda DeSalvo's name.
- 3. Press SELECT.
- 4. The next screen shows the detailed transaction history for Linda: items purchased, cash due and tendered, as well as the amount of change given to the student.



#### MARK FOR REVIEW

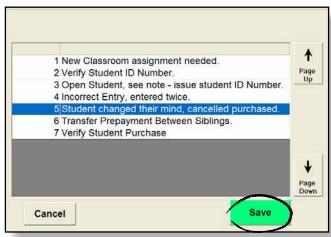
The *View Transaction* screen also gives the cashier the ability to *Mark a Sale for Review* so they can go back through the transaction after the meal period if an item was charged incorrectly, and so on. Use this screen to select a reason for reviewing the transaction.



### VOID

The cashier can use *VOID* from the *Student Transaction screen* to void the transaction. Use this screen to describe why the transaction was voided.

- 1. When finished, press SAVE.
- 2. Then press **EXIT** to return to the *Student Identification Screen*.



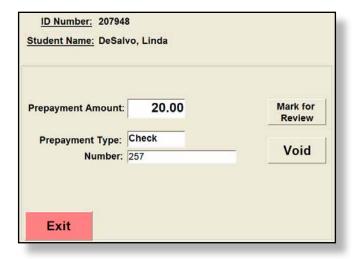
#### VIEW PREPAYMENTS

**PREPAYS** lets the cashier see any prepayments that a particular student has made.

- 1. Press PREPAYS.
- 2. Linda's name will appear highlighted.
- 3. Press SELECT.



4. This screen shows the amount of the prepayment that Linda made during Breakfast that day along with the check number since she paid by check.

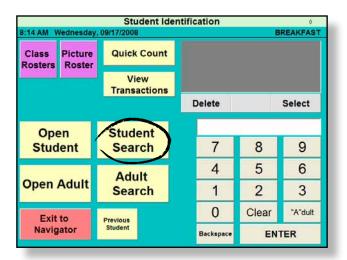




VIEW TRANSACTIONS is the perfect way to review transactions that have processed on this register. This feature also gives you the ability to void transactions or mark them for review by a manager.

## TRANSACTION #10: USING THE STUDENT SEARCH TO LOCATE A CHILD

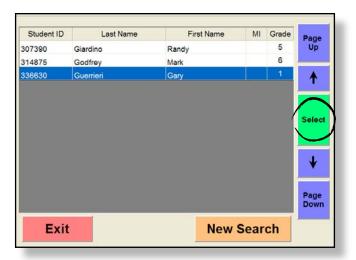
- 1. Press STUDENT SEARCH.
- 2. If you need to search for an Adult, use the **ADULT SEARCH** button.



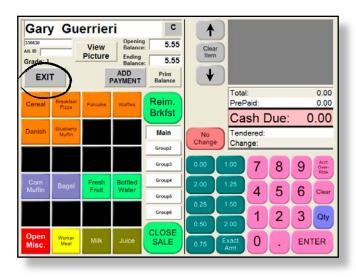
- 3. Press on the first 3 letters of the student's LAST name.
- 4. Type **GUE**.
- 5. Press ENTER.



- 6. All of the students with last names beginning with your selection will appear in the window.
- 7. Press the name GARY GUERRIERI.
- 8. Press Select.

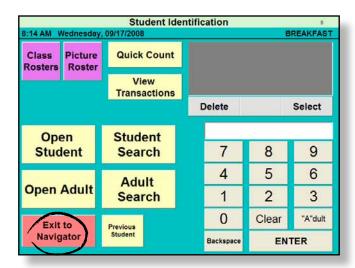


- 9. The Student Transaction Screen appears.
- 10. You can also look up a student by their first name using the same procedure, except you would select the *First Name* option.
- 11. Press EXIT.

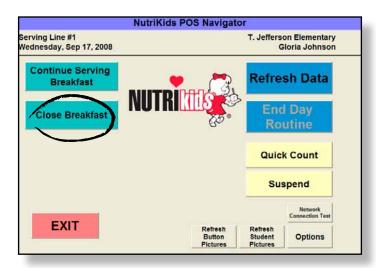


### TRANSACTION #11: CLOSING THE BREAKFAST MEAL PERIOD

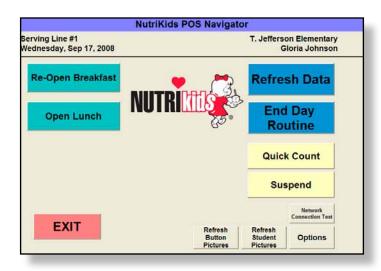
1. Press **EXIT TO NAVIGATOR** from the Student Identification screen.



2. Press CLOSE BREAKFAST.



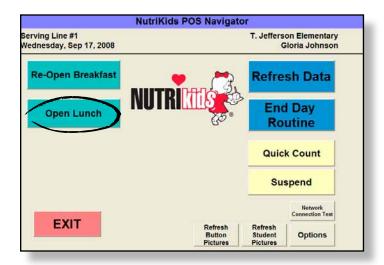
3. The Navigator Screen appears with the options to *RE-OPEN BREAKFAST* or to *OPEN LUNCH*.



## **ENTERING LUNCH TRANSACTIONS**

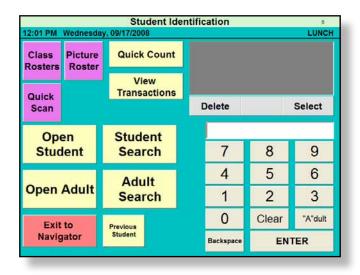
Press **OPEN LUNCH** on the *Navigator* screen.

The Student Identification screen appears so you can begin entering your lunch transactions.



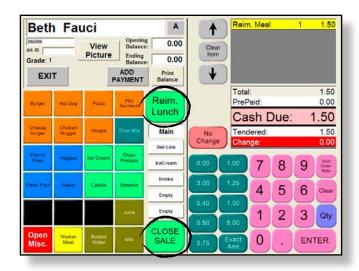
The following Lunch transactions (numbers 1-5), will initiate at the *Student Identification screen* by entering in Student ID numbers. As each of the scenarios is completed, the program will default back to the *Student Identification screen* for you to complete the next transaction.

After each scenario, we will show you what your cashier screen should look like if you have entered the transaction correctly.



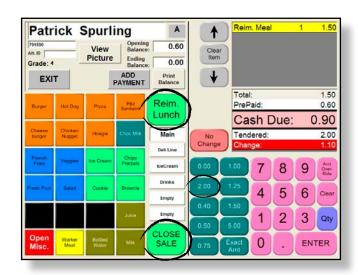
### Transaction #1: Basic Reimbursable Transaction

- 1. Enter the Student ID # 260200.
- 2. Press REIM. LUNCH.
- 3. The student gives you the correct change.
- 4. Press EXACT AMOUNT.
- 5. Press CLOSE SALE.



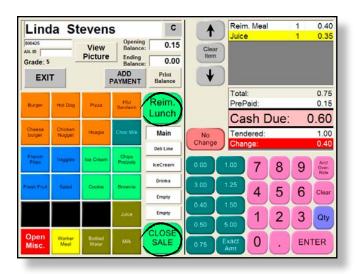
### Transaction #2: Basic Reimbursable Transaction with Change

- 1. Enter the Student ID # 791590.
- 2. Press REIM. LUNCH.
- 3. The student gives you \$2.00.
- 4. Press the \$2.00 speed key for the amount tendered.
- 5. Change going back to the student will automatically appear.
- 6. Press CLOSE SALE.



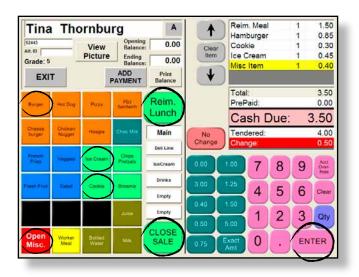
## TRANSACTION #3: BASIC STUDENT TRANSACTION WITH ALA CARTE

- 1. Enter the Student ID # 800425.
- 2. Press REIM. LUNCH.
- 3. Press JUICE.
- 4. Enter 1.00 in cash from student.
- 5. Press CLOSE SALE.



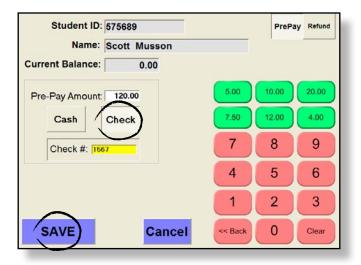
## TRANSACTION #4: BASIC TRANSACTION WITH ALA CARTE AND CHANGE

- 1. Enter the Student ID # 52443.
- 2. Press REIM. LUNCH.
- 3. Press BURGER.
- 4. Press COOKIE.
- 5. Press ICE CREAM.
- 6. Press the **OPEN MISC.** button.
- 7. Enter .40 on the number pad for the cost of the Open Misc. item.
- 8. Press ENTER.
- 9. Student tenders 4.00 cash.
- 10. Press CLOSE SALE.

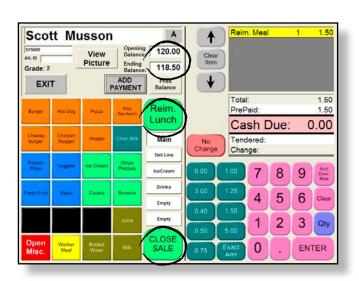


#### TRANSACTION #5: ENTERING A PREPAYMENT TRANSACTION

- 1. Press ADD PAYMENT from Scott's student account screen # 575689.
- 2. Enter a check for \$120.00.
- 3. Check # 1567.
- 4. Complete the transaction to look like the screen below.
- 5. Press SAVE.
- 6. Press YES to verify deposited amount is correct.



- 7. Press REIM. LUNCH button; your screen should look like the one below.
- 8. Press CLOSE SALE.

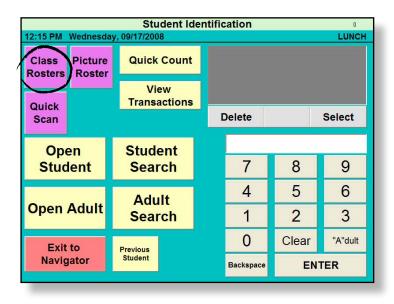


## **CLASS ROSTER**

The Class Roster is typically used in an elementary setting when students come through the serving line by each Teacher's class or by grade.



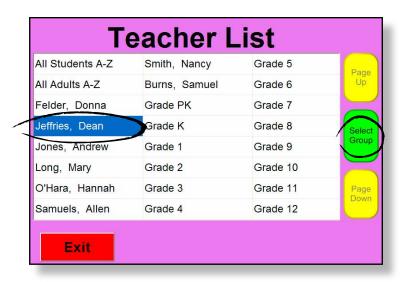
1. Press **CLASS ROSTER** on the main menu. The *Class Roster* displays Teachers' names and/or Grade levels.



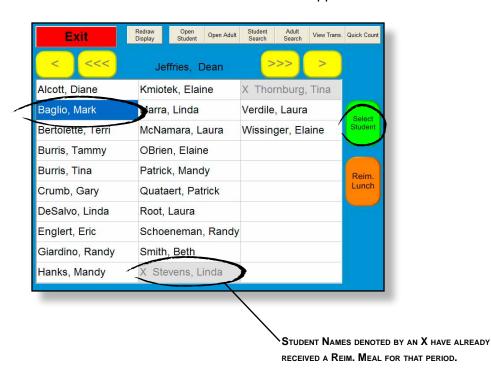


The following transactions, 7 thru 9, will default back to the Class Roster.

- 1. Press the name **JEFFRIES**, **DEAN**.
- 2. Press SELECT GROUP.

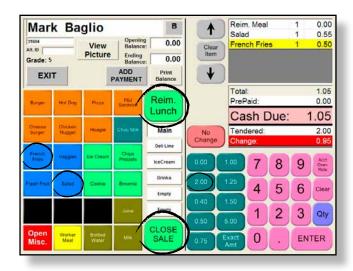


- 3. Press the name MARK BAGLIO.
- 4. Press **SELECT STUDENT**. Mark's *Student Transaction Screen* appears.



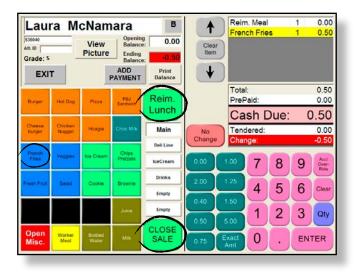
### Transaction #7: Basic Transaction with Ala Carte Item

- 1. Press REIM. LUNCH.
- 2. Press SALAD.
- 3. Press FRENCH FRIES.
- 4. The student gives you \$2.00.
- 5. Tender 2.00 on the Speed Key.
- 6. Press CLOSE SALE.



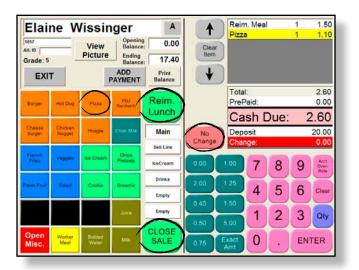
## TRANSACTION #8: BASIC TRANSACTION, STUDENT CHARGES THE MEAL

- 1. Select LAURA MCNAMARA.
- 2. Press REIM. LUNCH.
- 3. Press FRENCH FRIES.
- 4. The Student has forgotten their money. Press **0.00** on the *Speed Keys* as the amount tendered, the ending balance will reflect a negative \$0.50.
- 5. Press CLOSE SALE.



## TRANSACTION #9: BASIC TRANSACTION, NO CHANGE

- 1. Select ELAINE WISSINGER.
- 2. Press REIM. LUNCH.
- 3. Press PIZZA.
- 4. The student gives you \$20.00 but would like to put the change in their account.
- 5. Enter 20.00 using the Number Pad.
- 6. Press NO CHANGE button and the amount remaining will deposit into the account.
- 7. Press CLOSE SALE.



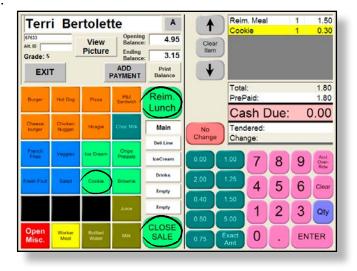


**EXIT TO THE STUDENT IDENTIFICATION SCREEN!** 

## TRANSACTIONS USING A STUDENT'S ACCOUNT BALANCE

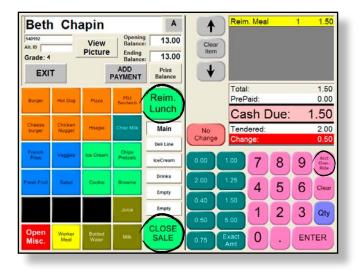
### TRANSACTION #10: BASIC TRANSACTION, NO CHANGE

- 1. Enter Student ID # 67633.
- 2. Press REIM. LUNCH and COOKIE.
- 3. The student has money in their account that they would like to use.
- 4. Press CLOSE SALE.



#### TRANSACTION #11: ACCOUNT OVERRIDE

- 1. Enter student ID# 140192.
- 2. Press REIM. LUNCH.
- 3. The student has money in their account, however they would like to pay for the meal today with \$2.00.
- 4. Press only the number 2 on the number pad.
- 5. Press ACCT. OVERRIDE.
- 6. Press CLOSE SALE.

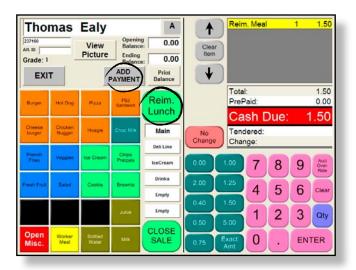


## Adding Money to an Account on the Serving Line

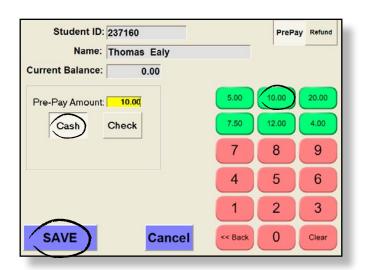
## TRANSACTION #12: PREPAY CASH, PROCESS A BASIC TRANSACTION

This demonstrates that a prepayment can be made as the transaction is happening.

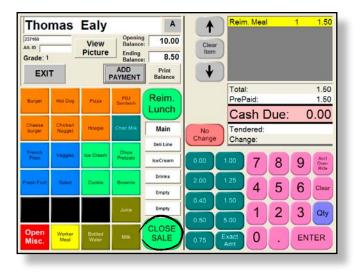
- 1. Enter student ID # 237160.
- 2. The student wants to prepay \$10.00 cash to add to their account.
- 3. Press REIM. LUNCH.
- 4. Notice that \$1.50 is due.



- 5. Press ADD PAYMENT.
- 6. Press the \$10.00 speed key. Note that the "Pre-Pay Amount" field is auto-filled with \$10.00.
- 7. Press CASH.



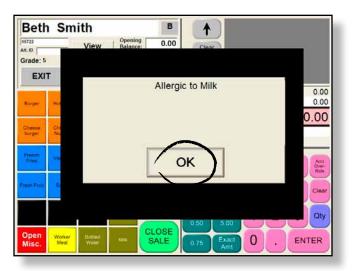
- 8. Press SAVE.
- 9. Note that the amount of the meal was deducted from the *Opening Balance*. Also note that there is no cash due and the cash due box is not flashing since Thomas now has money in his account.



# ALLERGIES & REMOVING A MENU ITEM AFTER SELECTION

### Transaction #13: Allergies & Removing a Menu Item after Selection

- 1. Enter the student ID # 15722.
- 2. Note the student has an allergy to milk. Press **OK**.



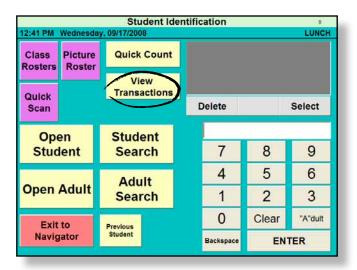
- 3. Press REIM. LUNCH, FRENCH FRIES, and COOKIE.
- 4. The student does not have enough money for the cookie.
- 5. Select the cookie by using the arrow keys to scroll through the menu item list.
- 6. Press CLEAR ITEM.
- 7. Enter .50 on the number pad.
- 8. Press ENTER.
- 9. Press CLOSE SALE.

## VIEW TRANSACTION BUTTON

Use the View Transaction button to review the transactions for each student. You can use this screen if you have made an error and want to alert the Manager to correct the situation. Pre-entered error messages will appear after you select MARK FOR REVIEW.

### Transaction #14: Using View Transaction Button

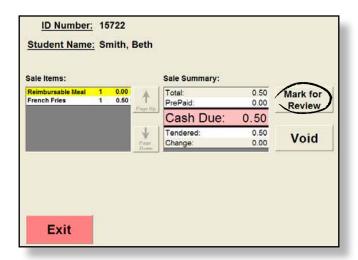
1. Press VIEW TRANSACTIONS.



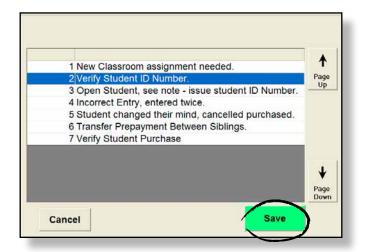
- 2. Press BETH SMITH.
- 3. Press **SELECT**. Beth Smith's account history for that day appears.



#### 4. Press MARK FOR REVIEW.



- 5. Select the reason that you are marking that transaction for review.
- 6. Press SAVE.

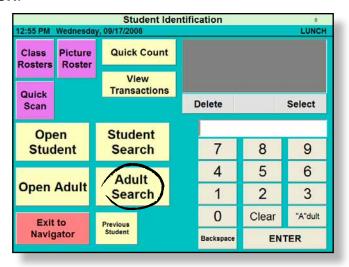


7. Press **EXIT** to get to the *Student Identification screen*.

## Adult Transactions

## TRANSACTION #15: ADULT SEARCH, CHARGING A MEAL TRANSACTION

1. Press ADULT SEARCH.



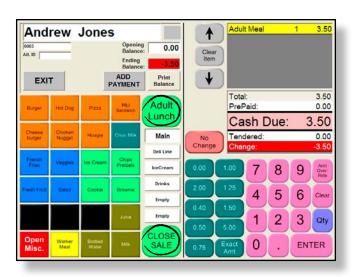
- 2. Enter the last name of the adult you are looking for using the keyboard.
- 3. Type **JONES**.
- 4. Press ENTER.



- 5. The search screen displays with the selected Adult name highlighted.
- 6. Press **SELECT**.

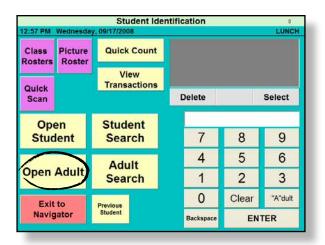


- 7. Press ADULT LUNCH button.
- 8. Charge the Adult meal (no money).
- 9. Press **0.00** speed key.
- 10. Note the Ending Balance showing in red, signifying a negative balance.
- 11. Press CLOSE SALE.

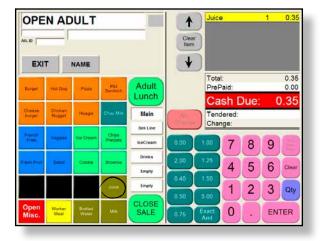


## TRANSACTION #16: OPEN ADULT ALA CARTE ITEM PAYING CASH

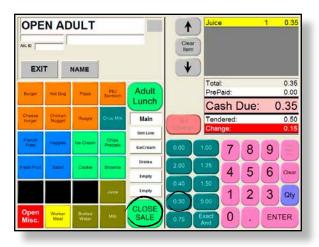
1. Press **OPEN ADULT**.



- 2. Press JUICE.
- 3. The cash due of \$0.35 flashes, alerting you that there is cash due.



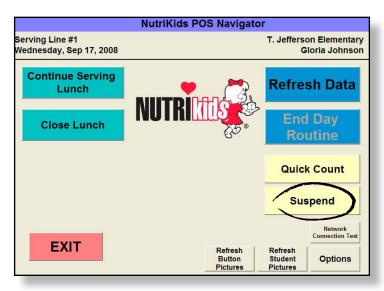
- 4. The customer gives you \$0.50.
- 5. Press **0.50** speed key.
- 6. Press CLOSE SALE.



## TRANSACTION #17: USING THE SUSPEND BUTTON

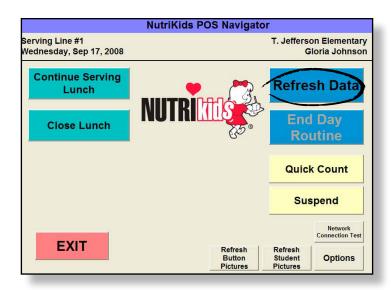
When Breakfast is finished or anytime that you need to leave your computer, press the **SUSPEND** button from the Main Menu.

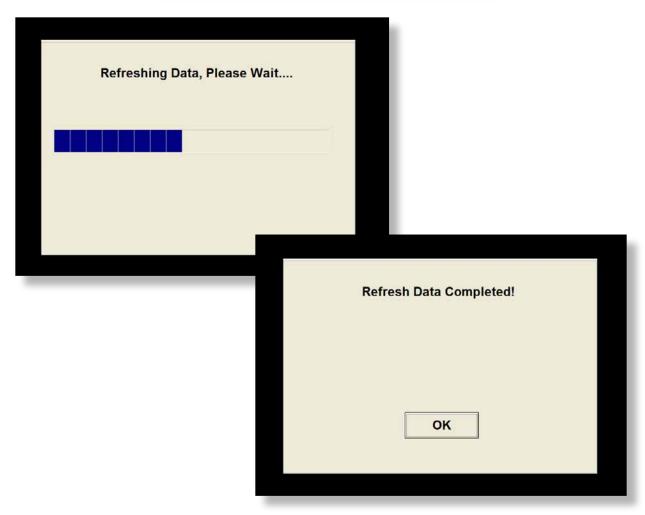
This takes you back to the Cashier Log-In screen. This prevents anyone from having access to the station.



#### Transaction #18: Refreshing Data

Each and every time that you log onto your computer, it is a good idea to get in the habit of Refreshing. Each time that you press the **REFRESH DATA** button, your station is updated with the latest information from your manager's system. This is important to do each day or periodically throughout the day at your manager's request so that new student data or menu changes are reflected at the cashier line.





## TRANSACTION #19: BENEFITS OF QUICK COUNT

Press **QUICK COUNT** from the Student ID screen to view the quantities of each item sold for that day. This feature is a quick reference for what items are selling and their quantities.



#### Transaction #20: Closing the Lunch Period

After all Lunches have been served and entered into the cashier's station, you will exit to the main menu and close lunch.

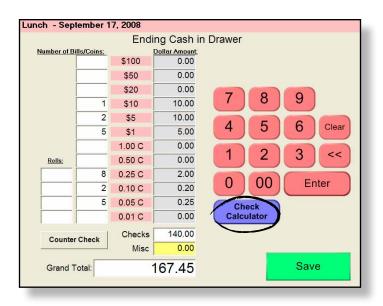
#### COUNTING THE CASH DRAWER

1. If you had a beginning balance (for example to give change), remember to remove that amount from the cash drawer BEFORE counting your money.



REMEMBER: Depending upon your Cashier Set-up, when you are counting your money you will either count how many coins and dollars you have, OR the total amount of the dollar values. The Nutrikids POS Cash Counter has a coin and bill counter built into it. For example, if you have 10 twenties in your drawer at the end of the day, enter 10 in the \$20 field. The system automatically calculates that you have \$200 in twenties.

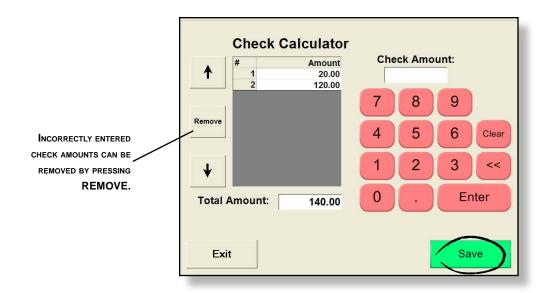
- 2. You are able to enter the amount of cash that you have collected for Breakfast and Lunch in the Cash Drawer screen.
- 3. Press **Enter** or press the next box you want to be in after each denomination is entered.
- 4. The Cash Counter will tally all the money you took in for Breakfast and Lunch and display that amount at *Grand Total*.
- 5. Once you have entered all of the cash in your Cash Drawer, you will add up the total of all the checks you took in by using the *Check Calculator*.



## TRANSACTION #21: USING THE CHECK CALCULATOR

Use the Check Calculator to add all of your checks during the Close Lunch Routine. The cash and check amounts that you enter will be used to balance your drawer.

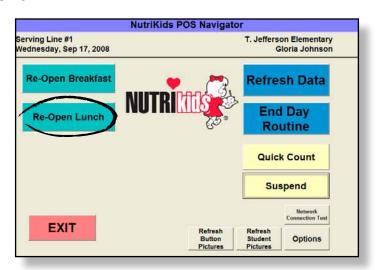
- 1. Using the number pad, enter the amount of each check, pressing **Enter** after each.
- 2. Press **SAVE** when you have finished entering your checks.
- 3. Press SAVE again on the Cash Counter screen.



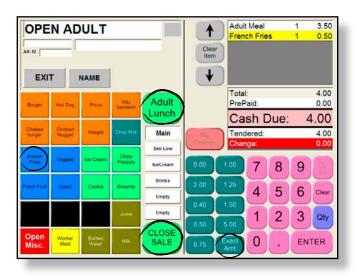
### Transaction #22: Re-Opening Lunch Period

Just as you are finishing up, a teacher comes up and wants to buy a lunch with cash in hand.

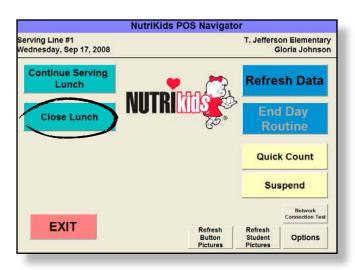
1. Press RE-OPEN LUNCH.



- 2. Press OPEN ADULT.
- 3. Press ADULT LUNCH and FRENCH FRIES.
- 4. You can also look up the Adult by name.
- 5. They pay you the exact amount owed.
- 6. Press EXACT AMOUNT.
- 7. Press CLOSE SALE.



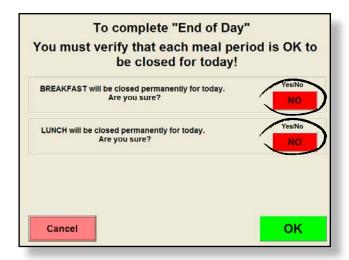
- 8. Exit to the Student Identification screen.
- 9. Press EXIT TO NAVIGATOR.
- 10. Press CLOSE LUNCH.
- 11. Count your drawer and add to the Cash Counter Screen.



#### TRANSACTION #23: END OF DAY ROUTINE

The End of Day Routine transfers all of your transaction history to the manager's computer. This procedure <u>MUST BE RUN EVERY DAY</u> in order for the manager to have access to all the records. Once you have run the Day End Routine, you cannot get back into the cashier station.

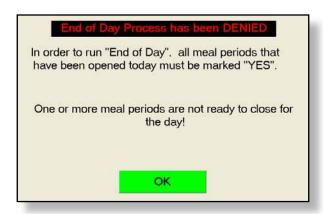
- 1. Press END DAY ROUTINE.
- 2. Press NO to change it to YES for each meal period.
- 3. Press OK.



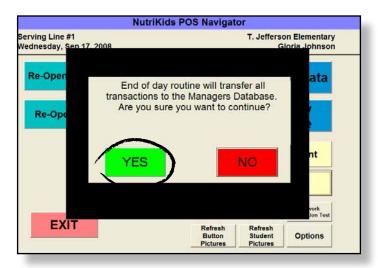




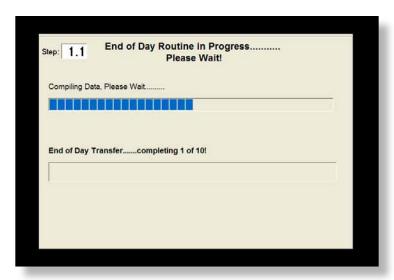
If you do not select YES to close all meal periods that have been opened, this message will appear. You will need to select YES for any open meal periods.



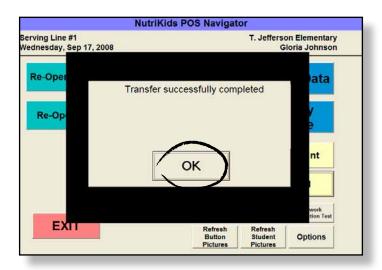
4. Press YES to verify.



5. A progress bar informs you that the sales information is being transferred to the server for access by the manager/director.

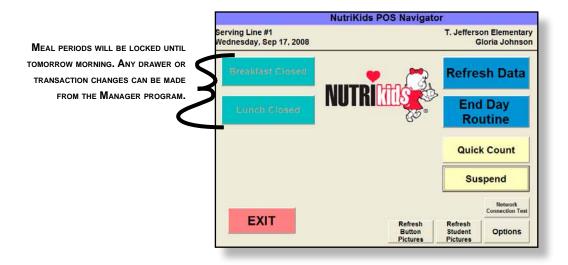


6. Click **OK** when the transfer is complete.



### 7. Press EXIT.

8. The cashier responsibilities for the day are done. You may now turn off the computer at the serving line.



# MISSING STUDENT ID # LIST

### NUTRIKIDS POS DATABASE MANAGEMENT LIST

**School Name:** 

**Cashier Station:** 

Date:

Student/Adult Name	ID#/Problem	GRADE	Номегоом	REIM. MEAL	Ala Carte Items	Entered

# NUTRIKIDS POINT OF SALE REVIEW

POS Transactions Review for Serving Line Cashiers

The following is a review of possible transactions that may take place on the Serving Line. Read each situation carefully. *Number each step in order to correctly complete the transaction.* 

	will be needed to process this t		ct change. Place a number in the order of each
δι <del>σ</del> μ ιπαι Δ	Proce CLOSE SALE	R	Press REIMBURSABLE MEAL
C ——	Press CLOSE SALE Press ENTER	D. ——	Press EXACT AMOUNT
o	T TOOS EITTEIX	D	- 1 1000 E70 (0 1 7 (M) 0 0 (1)
2. A stud	lent purchases a Full Meal and	an extra	Ala Carte item. The student gives you an even
			eded. For example: Lunch costs \$1.25 the Ala
			would like the remaining \$.40 to go into his/her
account	balance.		
A	Click CLOSE SALE Press NO CHANGE Press \$2.00 on Number Pad	В	Press REIMBURSABLE MEAL
C	Press NO CHANGE	D	Press the Ala Carte Item
E	Press \$2.00 on Number Pad	F	Press ENTER
	dent comes through the line ar	nd only w	ants to purchase Milk. The student pays with
\$1.00 <b>.</b>	D 01 005 0AL5	<b>D</b>	Decree the Mills Destant
A	Press CLUSE SALE	B. ——	Press the Milk Button Press the number "1" on Number Pad
C	Press ENTER	D	Press the number "I" on Number Pad
Λ Λ etuc	lent comes through the line with	s a Full M	eal. He/She does NOT have any money today.
4. A Stut	Press CI OSE SAI E	R	Press "0" on the Number Pad
<u></u> ;	Press CLOSE SALE Press ENTER	D. ——	Press REIMBURSABLE MEAL
o ·	1635 EIVIER	D	- 1 1000 IVE IMPORTOR BEE IME/IE
5. A stu	dent comes through the line an	d wants t	o prepay his/her meal with a Check as well as
	P. II Maal fan die dan		
Α.	Press CLOSE SALE	B. I	Press REIMBURSABLE MEAL
C. ——	Press CHECK	D	Press PREPAY
E	Press SAVE	FE	Enter Prepay Amount
G	Press CLOSE SALE Press CHECK Press SAVE Press Check Number		. ,
		oday he/s	she has brought money and does not wish to
purchase	the meal using \$ on Account.		
A	Press CLOSE SALE	В	Press ACCOUNT OVERRIDE
C	Press CLOSE SALE Enter the amount to be paid	D	Press REIMBURSABLE MEAL
			Iditional items on the tray as extra sales. The
			tional item. What steps should the cashier take
	e the additional item from the so		Continue transaction as a serial
A	Press CLOSE SALE Highlight Item to be removed	p. ——	Click CLEAR ITEM
U	nignlight item to be removed	υ	UIICK ULEAR ITEM



An	swer the following questions by writing True or False beside each statement.
8.	A student may NOT prepay a meal while coming through the Serving Line at breakfast or lunch.
9.	If a student has a charge and brings money to pay the charge, the same steps used when adding a prepayment to a student account are used in clearing an account of any charges.
10.	If a student does not have an ID Card or Number available, or if the student has forgotten his/her number, the child will NOT be allowed to eat because there is no way to locate this child.
	If this is FALSE, how can the student be located?
11.	When leaving the Cashier Station during the Lunch Period, you should always place the Serving Line in SUSPEND.
12.	A Quick Count may not be seen until the end of the day.
13.	Use REFRESH DATA to update any student or adult information that may have been entered from the Manager's Program throughout the day.
14.	Through VIEW TRANSACTIONS, a student or adult transaction may be voided or marked with a reason.
15.	A student may charge a Reimbursable Meal on the serving line.
Wri	te the word you feel would best complete the following sentences.
16.	The END OF DAY routine is done at the of the day when all Student or Adult transactions have been completed.
17.	To quickly access how many meals and specific items have been sold for a specific serving period, Breakfast and/or Lunch, press the button.
18.	If a student has misplaced his/her ID card and does not know their number, you can locate the student by using the button.
19.	If a student does NOT have an ID number and has NOT been entered into the system, use the button to give the student a Reimbursable Meal for the day and then mark the transaction for review using a notice that the "student is new and needs an ID number."
20.	To mark a Prepayment Transaction for an error, press VIEW TRANSACTION, press and then press Mark for Review. Highlight the error message that is needed and click SAVE.

## Answer Guide

Use this Answer Guide to assist in the Training and Review of cashiers after they have gone through the Transaction Review.

- 1. **B-D-C-A**
- 2. **B-D-E-F-C-A**
- 3. **B-D-C-A**
- 4. **D-B-C-A**
- 5. **D-F-C-G-E-B-A**
- 6. **D-C-B-A**
- 7. **C-D-B-A** or **B-C-D-A**
- 8. FALSE
- 9. TRUE
- 10. FALSE, STUDENT SEARCH
- 11. TRUE
- 12. **FALSE**
- 13. **TRUE**
- 14. **TRUE**
- 15. **TRUE**
- 16. **END**
- 17. QUICK COUNT
- 18. STUDENT SEARCH
- 19. OPEN STUDENT
- 20. PREPAYS, SELECT

# **N**otes

# **N**otes

# **N**otes