
Hobby Lobby Math Test 2020

Hobby Lobby Math Test 2020 Downloaded from turn-nyc-edge-vdmdp.louper.io by Alex & Jaslyn

INTRODUCTION

If you have ever applied for a cashier or sales associate position at the popular arts and crafts retailer Hobby Lobby, you have likely heard about the pre-employment assessment known as the Hobby Lobby Math Test. For many job seekers, this test is a pivotal moment in the hiring process—a brief but critical evaluation of your ability to handle everyday retail math. In 2020, the test

took on new significance as the company adapted its hiring procedures to a world reshaped by the pandemic. The **Hobby Lobby Math Test 2020** became a talking point among applicants, not only because of its essential role in securing a position but also because of the subtle changes introduced that year. This article will guide you through everything you need to know about the Hobby Lobby Math Test 2020, from its format and content to preparation strategies and common pitfalls. Whether you are a first-time applicant or a returning candidate looking to improve your score,

understanding this assessment can make the difference between a job offer and a rejection.

WHAT IS THE HOBBY LOBBY MATH TEST 2020?

The Hobby Lobby Math Test 2020 is a pre-employment screening tool used by the company to evaluate the basic mathematical competency of applicants for cashier and customer-facing roles. The test is designed to simulate the mental arithmetic required on the sales floor: adding item prices, calculating discounts, handling cash transactions, and making correct change. The 2020 version of the test retained the same core objectives as earlier years but saw a notable shift toward remote, online administration due to social distancing

guidelines. While earlier tests were often administered on paper at the store, the 2020 iteration was typically taken on a computer or mobile device, often proctored via video or monitored by a hiring manager over the phone. This change allowed Hobby Lobby to continue hiring even when in-person interviews were limited.

Purpose of the Math Assessment

Why does Hobby Lobby place such emphasis on a math test? The answer lies in the nature of retail work. Cashiers

must process transactions quickly and accurately, often under pressure. A mistake in adding up a customer's purchase or calculating a 20% off coupon could lead to lost revenue, customer dissatisfaction, or even inventory discrepancies. By administering the Hobby Lobby Math Test 2020, the company aims to filter out candidates who may struggle with these fundamental skills, saving time on training and reducing the risk of costly errors. The test is not meant to be overly difficult—it targets middle-school-level arithmetic—but it does require speed and confidence. For many applicants, especially those who have not practiced mental math in years, the test can feel surprisingly challenging.

TYPICAL FORMAT AND CONTENT OF THE 2020 TEST

The Hobby Lobby Math Test 2020 generally consists of 20 to 30 multiple-choice questions that must be completed in a set time limit—often around 30 to 45 minutes. Most questions are designed to be solved without a calculator, though some versions may allow basic scratch paper. The test covers several core areas of retail mathematics:

- **Basic Arithmetic:** Addition, subtraction, multiplication, and division of whole numbers and decimals.
- **Percentage Calculations:** Determining sale prices, discounts (e.g., 15% off), and sales tax.

- **Making Change:** Calculating the correct change when a customer pays with cash.
- **Unit Pricing:** Comparing prices per ounce, per item, or per unit to find the best value.
- **Word Problems:** Real-life scenarios such as "A customer buys three items at \$4.99 each, uses a \$2.00 coupon, and pays with a \$20 bill. How much change do they receive?"

The 2020 version often included additional questions related to counting back change (the method of giving change by counting up from the purchase amount) and handling multiple discounts, reflecting Hobby Lobby's frequent coupon promotions.

Sample Question Types from the Hobby Lobby Math Test 2020

To give you a concrete idea, here are examples of the kind of questions you might encounter:

1. **Addition:** "A customer buys items priced at \$12.49, \$6.99, and \$3.50. What is the total?" (Answer: \$22.98)
2. **Percentage Off:** "A regular price of \$25.00 is marked 30% off. What is the sale price?" (Answer:

HOW THE HOBBY LOBBY MATH

3. **Making Change:** "The total is \$18.76. The customer pays with a \$20 bill. How much change should you give?" (Answer: \$1.24)
 4. **Unit Price Comparison:** "A 12-ounce bottle costs \$3.60 and a 16-ounce bottle costs \$4.80. Which is the better buy?" (Answer: Both are \$0.30 per ounce, but the 16-ounce may be preferred for value; test may ask for cost per ounce.)
 5. **Multiple Discounts:** "An item is originally \$40.00. A store coupon takes 20% off, and a manufacturer coupon takes an additional \$5.00 off. What is the final price?" (Answer: \$27.00)
-

TEST CHANGED IN 2020

While the mathematical content remained largely the same, the delivery and context of the **Hobby Lobby Math Test 2020** experienced several notable shifts. The most significant change was the transition from in-person, paper-based exams to online, proctored assessments. This allowed applicants to take the test from the safety of their homes, but it also introduced new challenges. For example, test-takers had to ensure they had a stable internet connection and a quiet environment. Additionally, some applicants reported that the online interface made it harder to show their work or double-check calculations, as they could not easily

write on the screen. Another change involved the timing: the 2020 test sometimes had stricter time limits, possibly to discourage the use of external resources. Furthermore, the pandemic disrupted typical hiring cycles, meaning that the test might have been administered as part of a virtual interview rather than on-site. Despite these adjustments, the core requirement remained unchanged: applicants needed to demonstrate quick, accurate mental arithmetic.

PREPARATION TIPS FOR THE HOBBY LOBBY MATH TEST 2020

Given that the test is straightforward but time-sensitive, preparation is key. Here are several strategies to help you succeed:

Practice Mental Math Daily

Set aside 10–15 minutes each day to solve basic arithmetic problems without a calculator. Focus on addition and subtraction of decimal amounts (e.g., $\$7.85 + \12.99) and multiplication of single-digit numbers. Use online flashcard apps or create your own drills. The goal is to become so comfortable with numbers that you can compute totals and change almost instantly.

Understand

Retail Math Scenarios

Many questions on the Hobby Lobby Math Test 2020 are rooted in real retail situations. Practice calculating percentages (10%, 15%, 20%, 25%) of common prices. Learn how to compute sales tax if the test mentions it (though note that Hobby Lobby's test typically focuses on pre-tax transactions). Also, practice counting back change: imagine a total of \$14.67 and a \$20 bill. The change is \$5.33—but can you quickly calculate that without a pencil? Knowing how to “count up” from \$14.67 to \$20 ($14.67 + 0.03 = 14.70$; $+0.30 = 15.00$; $+5.00 = 20.00$) speeds up your mental

process.

Take Online Practice Tests

Several websites offer free or low-cost practice exams specifically designed for retail math assessments. Search for “Hobby Lobby math test practice” or “retail math test sample questions.” Even if the exact 2020 version is not available, practicing under timed conditions with similar content will build your confidence and highlight areas you need to improve.

COMMON MISTAKES TO AVOID

Review Basic Decimal and Fraction Operations

Remember that retail prices often end in .99 or .49. Learn to round up mentally to the nearest dollar and then subtract. For example, \$12.99 is nearly \$13.00. This trick can help you add multiple items faster. Also, understand that 50% is half, 25% is a quarter, and 10% is one-tenth. Knowing these benchmarks makes percentage-off calculations easier.

ON THE HOBBY LOBBY MATH TEST 2020

Even solid mathematicians can slip up under the pressure of a timed test. Here are the most frequent errors reported by candidates:

- **Rushing through word problems:** Reading too quickly can cause you to miss key details, such as whether a discount applies to the total or to individual items. Always read the question twice.
- **Misplacing decimal points:** A simple oversight like counting \$4.50 as \$45.00 can lead to wildly wrong answers. Double-check your digits before selecting an answer.
- **Forgetting to subtract the**

discount before applying tax:

In the test, you typically apply discounts first, then calculate tax (if applicable). However, the 2020 test may not include tax in all questions; follow the wording exactly.

• Not managing time effectively:

Some candidates spend too long on one difficult problem and then rush through the rest. If a question stumps you, make your best guess and move on—you can flag it if the