Before the bell rings please try to form five different groups!
Please be sitting or standing next to each other!!!

Each person needs a single piece of paper ready to write on at the end of the class period. Please have this ready!!!!
Trade Game
Objective

- You need to get all of the Raw Materials you need from the other groups by trading!!!
Rules

1. You need to collect the materials listed that you need.

- Coal Group will need 3 Copper
- Copper Group will need 3 Gold
- Salt Group will need 2 Salt
- Salt group will need 2 Gold
2. You only have 4:00 for each round to collect everything you need. Every item you are short at the end of each round means you get one point for that one missing item. Team with the lowest points at the end of the game wins!!!!!!

3. At any time you can use your cash to buy the raw material/natural resource you need from Dr. Barker on the “Secondary Market”. This needs to be done before the 4:00 timer.
Rules

4. You are not allowed to threaten or make rude comments if someone does not trade with you or if things do not go the way you wanted them to. If this is an issue you will not be able to play the game and you will have an alternate assignment!!!
Assignment

On your piece of paper answer the questions below:

- What did this game teach you about trading raw materials/natural resources?
- How does this relate to the two characteristics of raw materials/natural resources - limited and spread out?
Day Two Rules

- Pollution - For each pollution you have at the end of the round you will receive one point. You can get rid of your pollution by either putting it in the river or ocean, or by trading in one of the natural resources you get. You can also get more of your own natural resources by taking more pollution.
Day Two Rules

- Child Labor - If you have child labor at the end of the round then you will not be allowed to trade with one random group the next round. To get rid of child labor you need to trade in two resources.
Day Two Rules

- Timer is now set for three minutes!!!
Assignment - Day Two

- What did this game teach you about trading raw materials/natural resources?

- How does this relate to the two characteristics of raw materials/natural resources - limited and spread out?

- How do items like pollution impact trade?

- How does not knowing exactly what resource you need impact trade?