

International Trade Game – *The Circle Makers*

The Circle Makers is a game in which groups discover some of the concepts in international trade. Total time required for this lesson approximately 1 hour.



Requirements

Collect 4 boxes and label them Alpha, Beta, Gamma and Delta (these are the names of the four countries). Place objects in the boxes as follows:

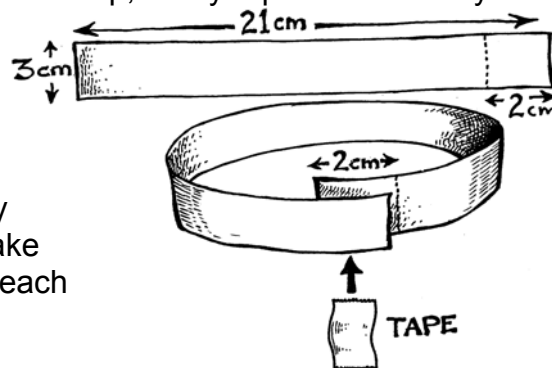
Object	Alpha	Beta	Gamma	Delta
scissors	1	3	2	4
sheets of used A4 paper	20	10	14	16
rolls of sticky tape	1	1	2	1
rulers	1	2	1	2
Pens or pencils	1	2	1	1

The teacher also requires paper money (see over page) and a stapler.

Introduction

Divide class into 4 groups (countries) and give each group their box. Explain that this will be a game where each of the four countries tries to make as many paper circles as possible in a set time and sell them to the world market, represented by the teacher. At the moment paper circles are very popular and sell for \$10 each.

Each paper circle must be 3cm wide and made from a piece of paper as long as an A4 sheet of paper is wide (21cm) with a 2cm overlap, sticky-taped closed. Any circles that do not meet these requirements cannot be sold. Countries can only use what is in their box to make circles.



Play

Allow students 15 minutes to make as many circles as possible. Inspect the circles to make sure they are made correctly and then give each country \$10 for every correct circle.

Ask students what they thought might have helped them to make circles faster. Did they need more stationery? If anyone says yes, explain that they may trade with other countries for the next 10 minutes, swapping items for items or items for money.

When trading ends, announce that because there are so many circles, the price has dropped to \$5 each. Explain that a new invention has become available that allows circles to be made much faster. It is called a *stapler*. The stapler is available to the highest bidder. Allow countries five minutes for discussion before auctioning the stapler. Allow ten more minutes of circle making and pay \$5 for each circle.












Discussion

Ask students to:

- identify what helped them to make the most profit in the game.
- discuss how they felt when the price dropped.
- imagine what they could have changed to make their product more popular (colours, sizes) and how the improvements may have affected the price.





\$10 	\$10 
\$10 	\$10 
\$10 	\$10 
\$5 	\$5 
\$5 	\$5 
\$5 	\$5 