

THE BARTER GAME

Complete Classroom Simulation Packet

Why Money Beats Barter

Essential Question: Why did societies move from barter to money-based economies?

Teacher Directions (Step-by-Step)

Purpose: Students experience the inefficiency of barter by trading goods without money.

Preparation: Print and cut cards. Give each student one card. Large classes may partner; small classes may give some students two cards.

Explain Cards: Top shows what they PRODUCE. Bottom shows what they NEED. Goal is to end holding the needed item.

Rules: No partial trades. Cards must fully change hands. Every trade is recorded. Trades require mutual agreement.

Round 1 (8 min): Students move and negotiate trades.

Status Check: Ask who has their needed item.

Round 2 (8 min): Students try again using strategy and trade chains.

Debrief: Discuss number of trades, obstacles, and how money reduces transaction costs.

Write on board: Double Coincidence of Wants, Transaction Costs, Specialization, Medium of Exchange.

Student Trade Record Sheet

[illegible]

Trading Cards

<div>■ Stone Blocks</div> <div>YOU PRODUCE <i>Stone Blocks</i></div> <div>YOU NEED <i>Clay Pots</i></div>	<div>■ Clay Pots</div> <div>YOU PRODUCE <i>Clay Pots</i></div> <div>YOU NEED <i>Leather</i></div>
<div>■ Leather</div> <div>YOU PRODUCE <i>Leather</i></div> <div>YOU NEED <i>Iron Tools</i></div>	<div>■ Iron Tools</div> <div>YOU PRODUCE <i>Iron Tools</i></div> <div>YOU NEED <i>Rope</i></div>
<div>■ Rope</div> <div>YOU PRODUCE <i>Rope</i></div> <div>YOU NEED <i>Corn</i></div>	<div>■ Corn</div> <div>YOU PRODUCE <i>Corn</i></div> <div>YOU NEED <i>Soap</i></div>
<div>■ Soap</div> <div>YOU PRODUCE <i>Soap</i></div> <div>YOU NEED <i>Baskets</i></div>	<div>■ Baskets</div> <div>YOU PRODUCE <i>Baskets</i></div> <div>YOU NEED <i>Fish</i></div>

Trading Cards

<div><div>■ Fish</div><div>YOU PRODUCE <i>Fish</i></div><div>YOU NEED <i>Wheat</i></div></div>	<div><div>■ Wheat</div><div>YOU PRODUCE <i>Wheat</i></div><div>YOU NEED <i>Timber</i></div></div>
<div><div>■ Timber</div><div>YOU PRODUCE <i>Timber</i></div><div>YOU NEED <i>Bread</i></div></div>	<div><div>■ Bread</div><div>YOU PRODUCE <i>Bread</i></div><div>YOU NEED <i>Milk</i></div></div>
<div><div>■ Milk</div><div>YOU PRODUCE <i>Milk</i></div><div>YOU NEED <i>Chickens</i></div></div>	<div><div>■ Chickens</div><div>YOU PRODUCE <i>Chickens</i></div><div>YOU NEED <i>Salt</i></div></div>
<div><div>■ Salt</div><div>YOU PRODUCE <i>Salt</i></div><div>YOU NEED <i>Beef</i></div></div>	<div><div>■ Beef</div><div>YOU PRODUCE <i>Beef</i></div><div>YOU NEED <i>Cheese</i></div></div>

Trading Cards

<div>■ Cheese</div> <div>YOU PRODUCE</div> <div><i>Cheese</i></div> <div>YOU NEED</div> <div><i>Candles</i></div>	<div>■ Candles</div> <div>YOU PRODUCE</div> <div><i>Candles</i></div> <div>YOU NEED</div> <div><i>Wool</i></div>
<div>■ Wool</div> <div>YOU PRODUCE</div> <div><i>Wool</i></div> <div>YOU NEED</div> <div><i>Horseshoes</i></div>	<div>■ Horseshoes</div> <div>YOU PRODUCE</div> <div><i>Horseshoes</i></div> <div>YOU NEED</div> <div><i>Stone Blocks</i></div>
<div>■ Stone Blocks</div> <div>YOU PRODUCE</div> <div><i>Stone Blocks</i></div> <div>YOU NEED</div> <div><i>Clay Pots</i></div>	<div>■ Clay Pots</div> <div>YOU PRODUCE</div> <div><i>Clay Pots</i></div> <div>YOU NEED</div> <div><i>Leather</i></div>
<div>■ Leather</div> <div>YOU PRODUCE</div> <div><i>Leather</i></div> <div>YOU NEED</div> <div><i>Iron Tools</i></div>	<div>■ Iron Tools</div> <div>YOU PRODUCE</div> <div><i>Iron Tools</i></div> <div>YOU NEED</div> <div><i>Rope</i></div>