Level 1 Lesson 3 Catching Blackbeard



Blackbeard



Maynard

Maynard caught Blackbeard! Now he has to get home. As





they travel back, the crew must stop at places to

restock. The crew trades things they have to get what



they need. Trading is when you give something you have

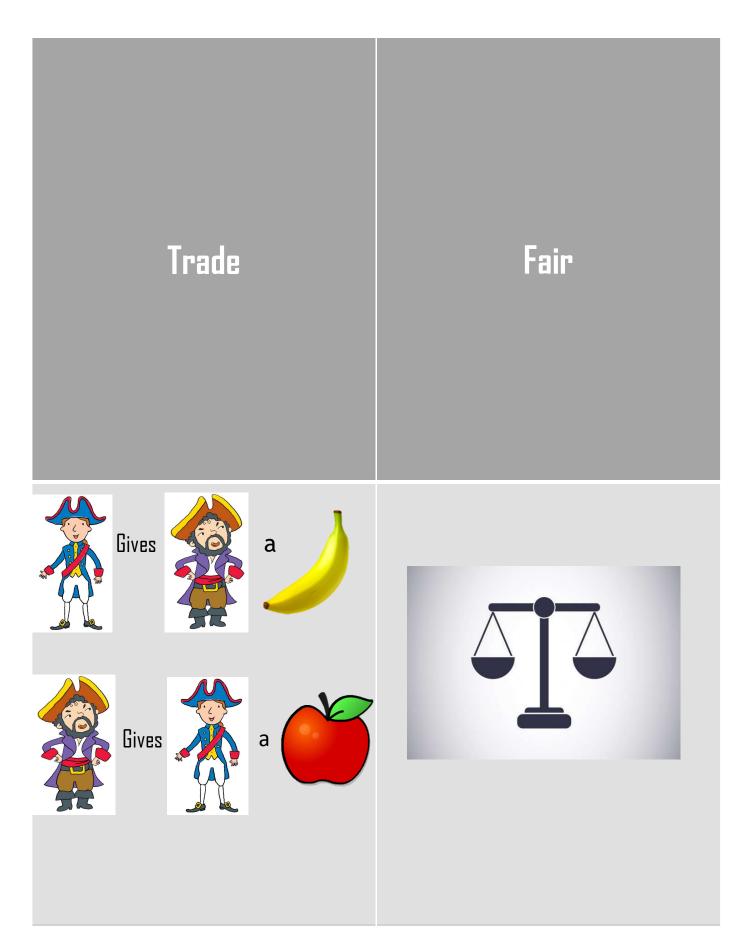


to someone for something you want. You can use

trading instead of money. But, it only works if you have



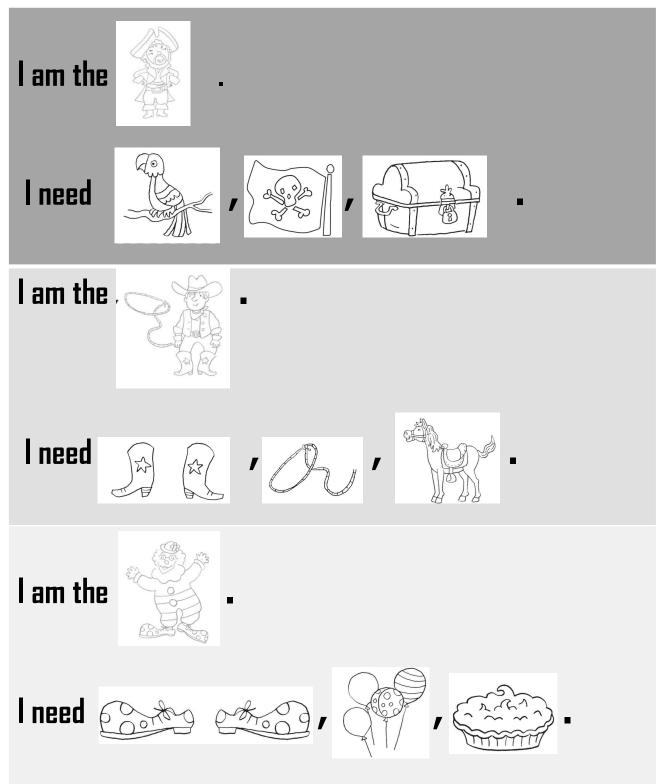
something the person wants.



Deal or No Deal! Choose whether this is a Fair Trade or Not, Items should be close in value.

ltem #1	Item #2	Is this a Fair Trade? Yes or No
		Level A

Students can use the cards below to have a visual for what they need to assist in the trading game.



Level 1 Lesson 3 Catching Blackbeard



Blackbeard



Maynard

Maynard caught Blackbeard! Now they have to





get home. The crew must stop for supplies. The





crew trades things they have to get what they



need. Trading is when you give something you

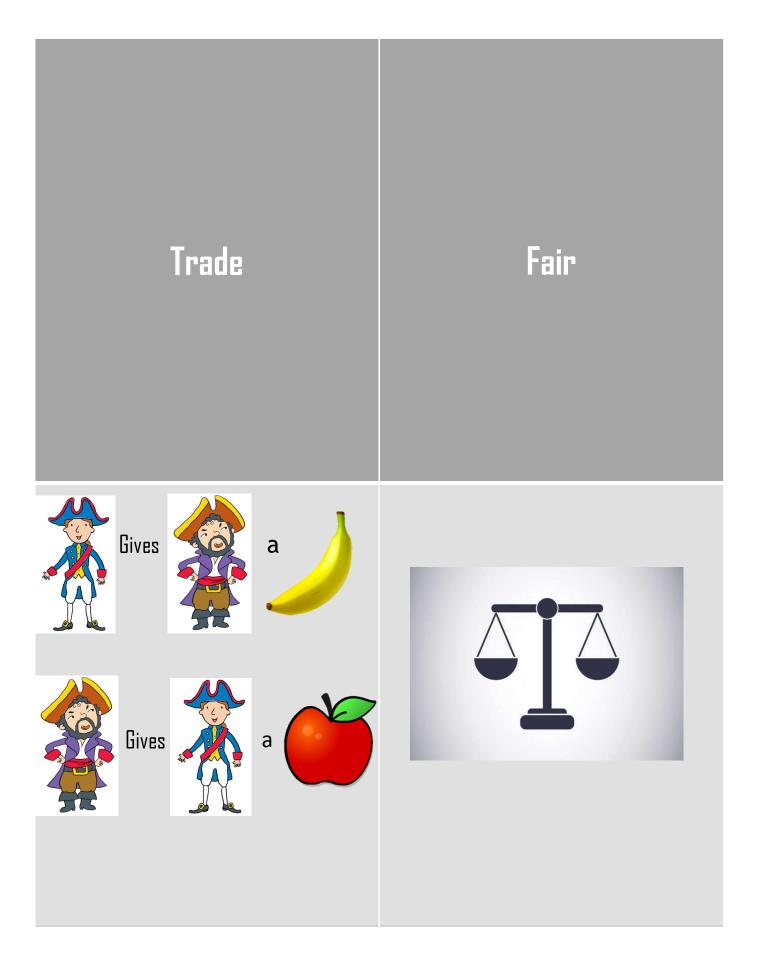


have to someone for something you want. You

can use trading instead of money.



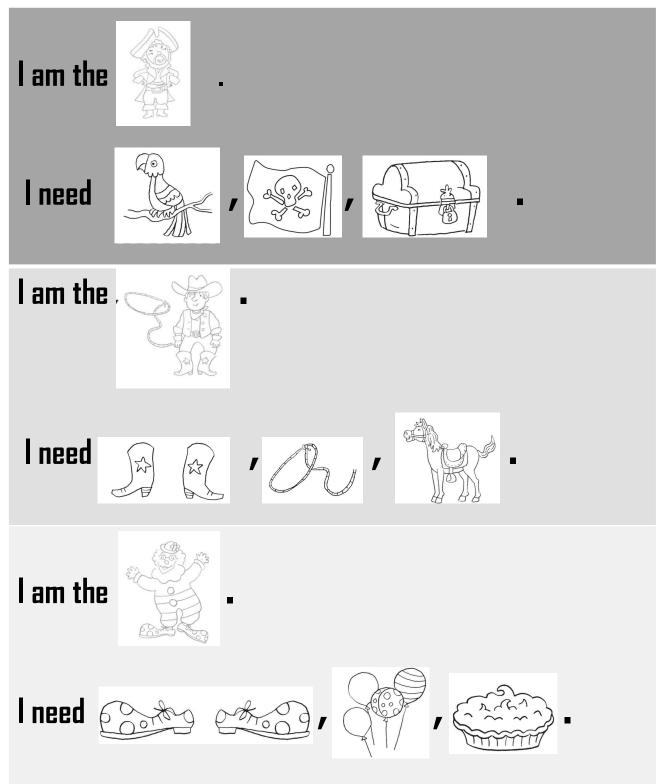




Deal or No Deal! Choose whether this is a Fair Trade or Not, Items should be close in value.

ltem #1	Item #2	Is this a Fair Trade? Yes or No
		Level A

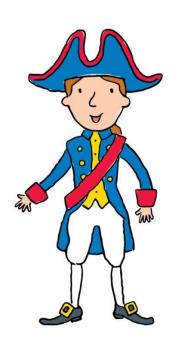
Students can use the cards below to have a visual for what they need to assist in the trading game.



Level 1 Lesson 3 Catching Blackbeard



Blackbeard



Maynard

Maynard caught Blackbeard! Time

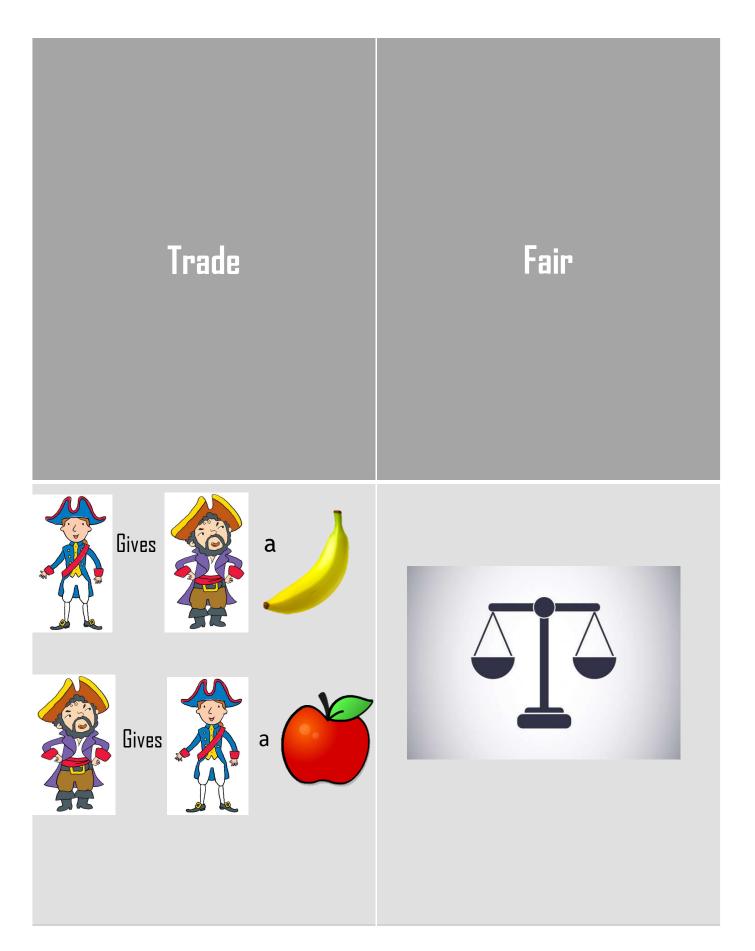


The crew will trade. Trading is



when you give something to

someone for something you want.



Deal or No Deal! Choose whether this is a Fair Trade or Not, Items should be close in value.

Item #1	Item #2	Is this a Fair Trade? Yes or No
	0.0	

Students can use the cards below to have a visual for what they need to assist in the trading game.

