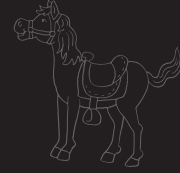




Grade 1 Lesson 3

The Trading Game



Learning Outcomes:

(What are our success criteria for the lesson?)

Students understand:

- The concept of trade
- How to directly trade an item for another item
- How a trade can make two parties happy

Materials:

(What do I need for this lesson?)

- Student Handout of Trading Game, one for each group of students
- Teacher's Answers
- Scissors

Instructions (What steps do I take to run this lesson?)

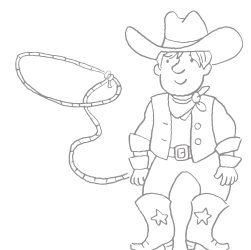
Setting up the game:

1. Divide the class into three groups and assign each group a *Student Handout* (Pirate, Cowboy or Clown). Arrange the class so the groups of students face each other.
2. Instruct students to name and label their character. After they have done this, instruct them to cut out their character and the items each character owns.
3. Each group presents to the class what their character is and what items they have. For example, a student introduces themselves as "The Clown" and note that they own a treasure chest, a cream pie and a parrot.
4. Introduce the idea of trade as "when you give someone something they want so that they'll give you something you want". Suggest that if you (the teacher) had a book that Suzie wanted, while she had an apple that you wanted, Suzie could trade the apple in return for the book. Both you and Suzie will be happy because you both have what you want. Now tell the class that you will be playing a game.



Playing the game:

5. You will start with the Clown group. Explain that the clown already has one thing that she wants (in the case of the Clown group, that item is the cream pie), but that the clown needs two more things to be happy. Write up on a whiteboard/blackboard/Smartboard, et cetera what the Clown has and what she would want based on the trading game answer key worksheet (see below).
6. Tell students to approach one of the other characters and swap something with that character so that both characters are happy. They can only swap one item at a time.



7. Tell the Clown Group to approach the next character and tell them to swap another item so that both characters are happy. Now the Clown should have everything on their list that she wanted (Clown Shoes, Cream Pie and Balloons).
8. Now ask the groups to swap all their objects so that we're back to the beginning state (see the trade game answer key worksheet).
9. Write on the board what the Cowboy has and what he wants. Repeat steps 6 and 7, trading one item at a time until the Cowboy has everything he wants.
10. Now ask the groups to swap all their objects so that we're back to the original state (see the trade game answer key worksheet).
11. Write on the board what the Pirate has and what he wants. Repeat steps 6 and 7, trading one item at a time until the Pirate has everything he wants.



Learning Check *(How can I know what my students are thinking?)*

Ask the following questions at various stages to help you understand what your students are thinking:

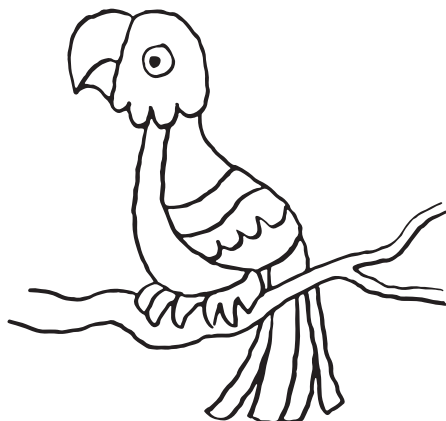
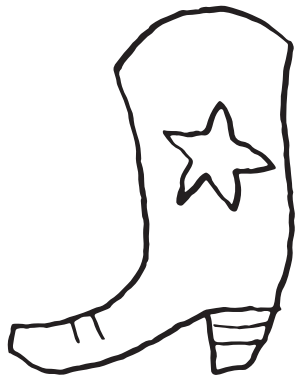
- ¿Qué pueden hacer los personajes si quieren algo que tiene su amigo, pero no tienen dinero?
- Si tu mamá o papá (padre/madre/tutor/adulto/abuela, etc.) dice: "Puedes ver tu televisión favorita programa si limpias tu habitación. ¿Es esto un comercio?"
- Suponga que tiene una dona, pero realmente quiere una porción de chocolate. Si tienes un amigo que tiene chocolate, pero realmente quieres una dona, ¿qué puedes hacer?

Teacher's Answers - Trading Game

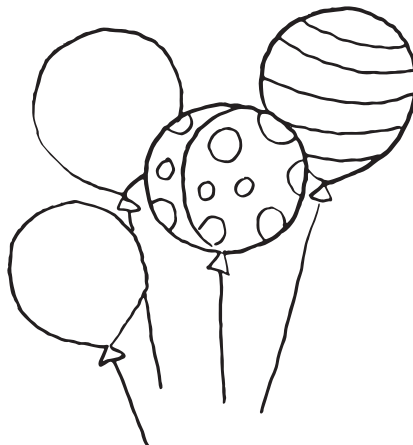
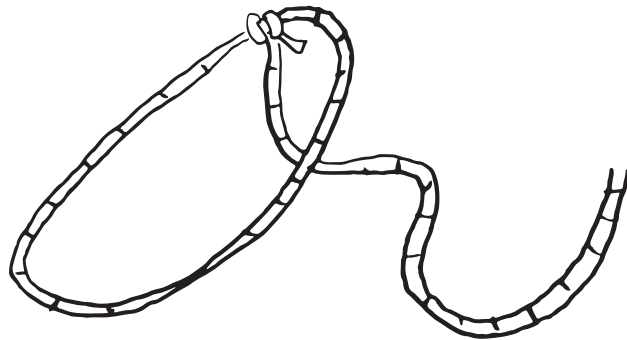
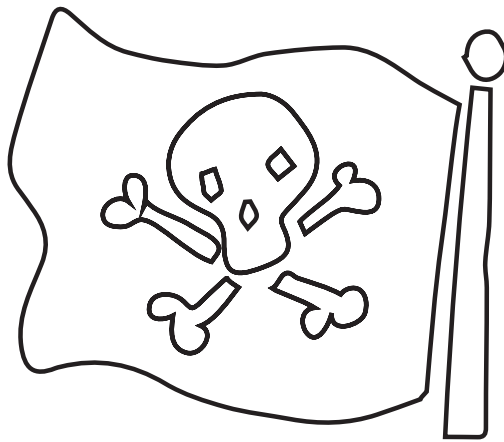
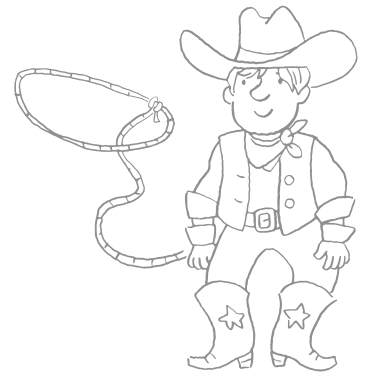
The Trading Game worksheet starts on the following page, below are the answers to the Trading Game.

	Tiene	Quiere
Pirata	<i>Zapatos de payaso Botas de vaquero Loro</i>	<i>Bandera de pirata Cofre del tesoro Loro</i>
Vaquero	<i>Bandera de pirata Lazo Globo</i>	<i>Caballo Botas de vaquero Lazo</i>
Payaso	<i>Cofre del tesoro Tarta de crema Caballo</i>	<i>Tarta de crema Globos Zapatos de payaso</i>

PIRATA



VAQUERO



PAYASO

