

# Supply and Demand Activity

- The object of this game is for students to buy things they want with the money they're given.
- The game will last the entirety of class. Students will be given an assignment that will take all period.
- They will make their purchases at any time as they complete the assignment.
- The teacher will have products you can buy. The only catch is the teacher can change the prices at any time.
- Each player starts with \$30 of Monopoly money.
- The teacher will have an assortment of food, drinks, school supplies, toys, etc. students can buy. As the game goes along, the teacher will change the price of each product - some may go up, some may go down.
- The product prices will be on the board for the duration of class.

## KaCee's Side Notes

### *What should happen as the game goes on:*

- Change the price of the items depending on purchases. If the students are buying a certain item, raise the price. If no one is buying an item, lower the price.
- Students should buy more of a product when the price is lowered and buy less of product when the price is raised. At the conclusion of the activity, introduce students to supply and demand.

### *Other ideas:*

- When I do this game, I have my students research a current event in agribusiness or agricultural economics.
- The teacher could take money for taxes, because, America.
- The teacher could give students more money for completing tasks, such as turning in an assignment, working quietly, etc.
- The teacher could ring a bell every time the price of an item changes so students are aware of a change.
- Don't allow any black market activity!