

## ACTIVITY 16.1

### Role Cards

#### Household Role Card

You have 12 units of productive resources, but you get satisfaction only from consuming units of a good called Econos. Your success will be determined by the number of Econos you have at the end of the simulation. To acquire Econos, you must sell your resources in the Resource Markets to Businesses to earn as much money as you can. Use this money to buy Econos from Businesses in the Econo Market. You are free to negotiate whatever prices you can with any Businesses, but you may make exchanges *only* with Businesses, not other Households. At the end of the simulation, only the amount of Econos you have matters—neither resources nor money can satisfy your wants.

#### Business Role Card

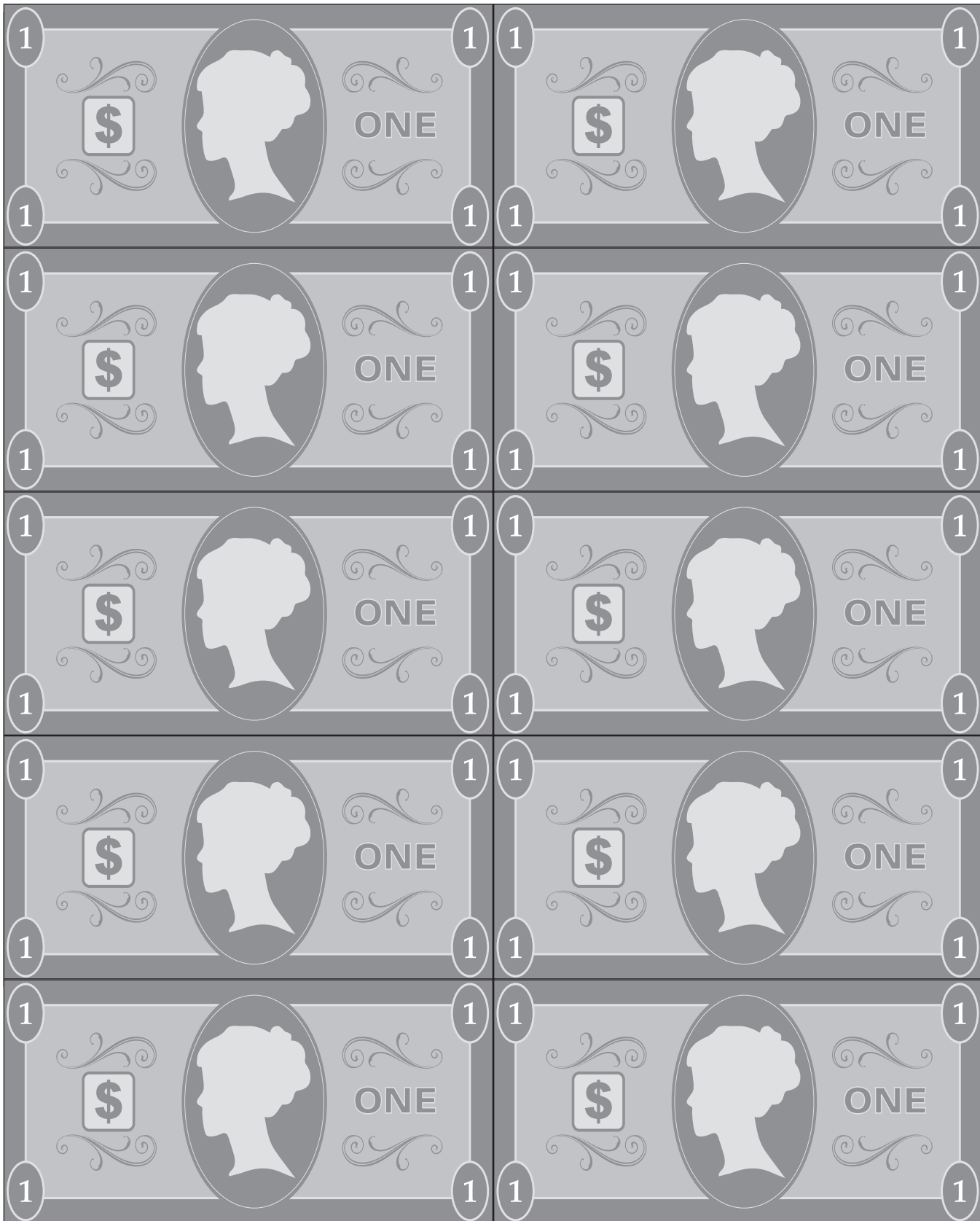
You have \$20, but you want to earn more money and maximize profits. Your success will be determined by how much more than \$20 you have at the end of the simulation. You earn money by producing and selling Econos. To do this, you must first buy the necessary productive resources to produce Econos in the Resource Markets from Households. To produce one Econo, you must have one human resource, one capital resource, and one natural resource, so the more sets of resources you are able to buy, the more Econos you will be able to produce and sell. A set (or sets) of resources can be converted into Econos at the Econo Factory. Then take your Econos to the Econo Market and sell them to Households. You are free to negotiate whatever prices you can with any Households you want, but you may make exchanges *only* with Households, not other Businesses. At the end of the simulation, only the amount of money you have matters—neither unused resources nor unsold Econos are of value to you.

**ACTIVITY 16.2****Business Badges**

Business	Business
Business	Business
Business	Business
Business	Business
Business	Business
Business	Business
Business	Business

## ACTIVITY 16.3

### Classroom Dollars



### ACTIVITY 16.4

## The Flows Among Government, Households, and Businesses

