

SS5E1 (Rationing during WWII)

Question: How can we utilize basic economic concepts to understand the mechanics that drive historical change?

Vocabulary:

☐ Opportunity Cost: "If you buy a video game, what else can't you buy with that money?"

☐ Price Incentives: "Why do stores have sales? How does that influence what you buy?"

☐ Specialization: "Think about an assembly line. How does each worker specializing in one task make production faster?"

☐ Productivity: "How can studying harder make you more productive in school?"

Warm-up question: What is trade, and how is it used daily? Provide examples that you might see in everyday life.

Brief (max 10 minutes) talk about the definitions of each vocab term and provide connections to the real world.

Introduce game (nameless for now) to the class and talk about a goal you want students to reach. Make sure to explain the mechanics of the game.

Discussion: In the game, you had to choose between specializing in producing one good or trying to produce everything. Think about the economies of different colonial regions, like New England and the South. How did specialization or lack of specialization impact their development? Can you think of any modern-day examples of countries that specialize in certain industries?

Exit ticket: Explain how opportunity cost influenced your decisions during trading. Give a real-world example of how you have experienced opportunity cost in your own life.

Maybe a short quiz the next day, asking the definition of words.