

Teacher's Guide





INSTRUCTIONS

SET UP

- Printable instructions for game setup and play
- Printable list of discussion questions
- Printable sheet of Win-Win Trading Chits– you may copy or reproduce the chit sheet
- Printable score sheets
- The Instructional DVD– watch it to gain a better understanding of the game

GAME PREPARATION

- Have students bring in TWO items that: 1) they are willing to trade, and 2) fit in a lunch bag.
- Collect the students' items, mix, and place two in each bag. Close bags.
- Seat the students in groups of 4-6 (for class sizes 20-30), or 2-3 (for smaller classes).
- Be sure each student has a pencil for scoring.

GAME PLAY

ROUND ONE – *Ownership of Property*

(Allow approx. 2 minutes for students to evaluate their property)

- Give each student one of the lunch bags – each containing two items.
- Instruct students to keep bags closed.
- Tell students they OWN what's in the bag – the items will be theirs to keep or to trade (their property).
- Invite students to look in the bags and remove the items.
- At this point ask students to rate each of the two items in their bag from 0 to 5 – where 5 is “very satisfied” and zero is “not at all satisfied.”
- Have them write their satisfaction score on the score sheet.

ROUND TWO – *Restricted Trade* (Allow approx. 4 minutes for trading)

- The students are allowed to trade – but ONLY with those in their group.
- Begin trading – trade for four minutes– time's up!
- Again, tell the class to rate each of their two items from 0 to 5.

NOTE: Through some clever trading, some students may have ended the round with more than two items. Have them rate only their two favorite items.

- Have them write their satisfaction score on the score sheet.

ROUND THREE – *Free Trade*

(Allow approx. 6 minutes for trading)

- In this round, trading is open to the entire class. Everyone gets to trade with everyone else – free trade. Students can circulate throughout the entire group while creatively wheeling, dealing and having fun.
- Begin trading – trade for six minutes – time's up!
- After trading is complete, instruct the students to rate each of their two items from 0 to 5.

NOTE: Again, if students ended the round with more than two items, have them rate only their two favorite items.

- Have them write their satisfaction score on the score sheet and hand in the scores to be tabulated.

CLASS SATISFACTION SCORE

Invite student volunteers to help total ALL the students' scores for each round. While the final scores are being totaled, create (on a white board or poster paper) a Class Satisfaction Score grid as shown in the example below.

Round One (No Trade)	Round Two (Restricted Trade)	Round Three (Free Trade)

Write in the scores for each round. *It's time to teach!*



For more information and to comment, contact us at izzit.org



Round 1 Satisfaction Score

Remember to score BOTH items

Item #1

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all

Item #2

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all



Round 2 Satisfaction Score

Remember to score BOTH items

Item #1

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all

Item #2

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all



Round 3 Satisfaction Score

Remember to score BOTH items

Item #1

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all

Item #2

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all



Round 1 Satisfaction Score

Remember to score BOTH items

Item #1

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all

Item #2

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all



Round 2 Satisfaction Score

Remember to score BOTH items

Item #1

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all

Item #2

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all



Round 3 Satisfaction Score

Remember to score BOTH items

Item #1

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all

Item #2

- 5 Very much!
- 4 A lot!
- 3 I like it
- 2 It's OK
- 1 Hardly at all
- 0 Not at all



CHIT VALUES

Cut apart and use these trading chits as needed. You can use chits instead of asking the students to bring in items, or to cover for a shortage if some students forget to bring in items. The blanks are for you to create your own trading chits.

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Warning: Some of these chit values may violate school policies or may not be in keeping with your classroom environment. Use your discretion when using chits with your students.

Note: izzit.org grants permission to copy or reproduce this chart.



Extra Credit

Add 5 points to a test, quiz or paper



Replace Grade

Write a paper to replace a low grade



Get Out of Homework

One night only



Do Over

Try a test, quiz or paper again



Personal Tutor

Evening help from teacher – one call



Bag a Quiz

Sit out one quiz without repercussion



Redirect

Redirect teacher's question to a classmate



Cheat Sheet

Write all you can on an index card for a quiz/test



King/Queen of Class

Sit anywhere you want



More Time

5 extra minutes for a quiz



Lighter Sentence

Reduced "punishment"



Leave Early

Leave five minutes early – no questions

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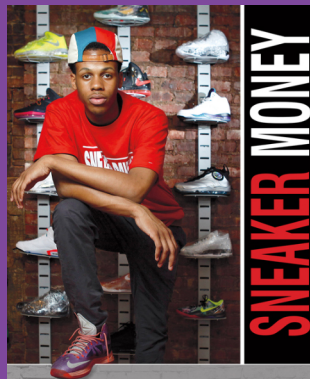


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Free Trade



Sneaker Money



A World of Money

