

## **ECON 103: Employment and Unemployment**

**Game Title:** " Job Market Bingo "

### **Game Overview:**

To help students understand the dynamics of employment and unemployment in the labor market through a fun, interactive game that involves matching job-related factors with their consequences and discussing their implications.

### **Game Instructions:**

1. Divide the class into several groups with one student per group.
2. Distribute a Job Market Bingo card and a set of tokens to each student.
3. Explain the rules of the game: The instructor will act as the "caller" and draw a caller card containing a job-related factor or consequence. Students will listen for a match on their bingo card and place a token on the corresponding square if it is present. The objective is to get five tokens in a row (vertically, horizontally, or diagonally) to win.

### **Gameplay:**

1. Begin calling out factors and consequences from the caller cards, giving students 2 minutes to find and mark the matching squares on their bingo cards.
2. Continue calling until a student gets five tokens in a row and shouts "Bingo!"
3. Verify the winning card by reviewing the marked squares and their corresponding caller cards.
4. Optionally, winner will have two extra credits.