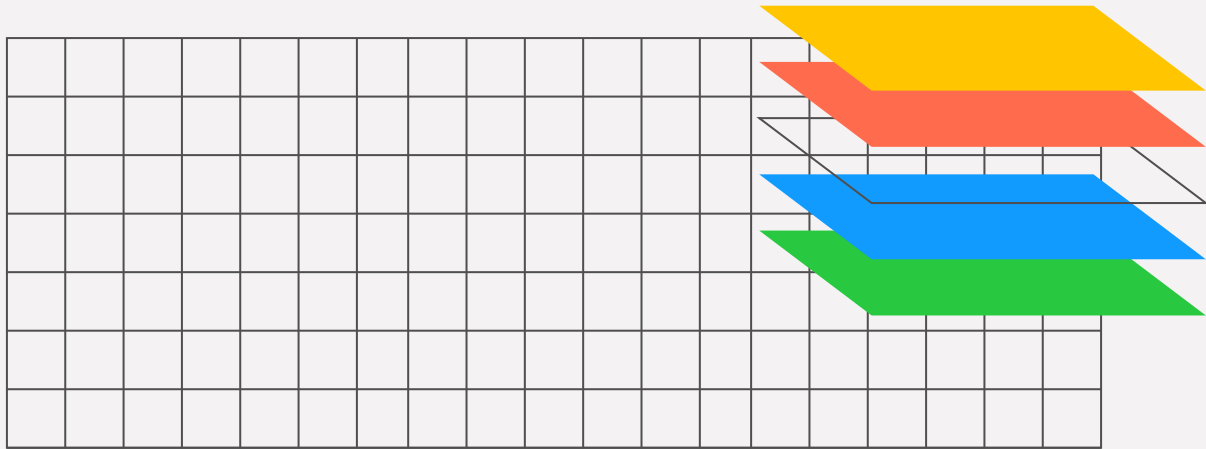


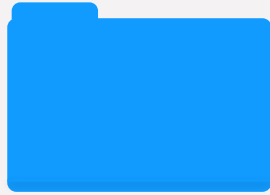
Key economic concepts for bartering



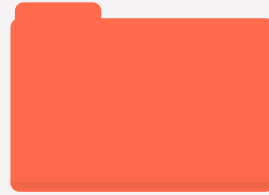
Key Terms



Bartering



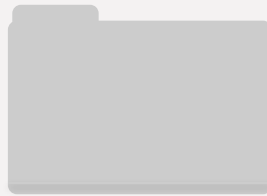
Opportunity
Cost



Supply &
Demand



Scarcity



Negotiation

Key Terms

Bartering

- Definition: Exchange of goods and services directly for other goods and services, without using money. In a barter system, people trade what they have for what they need or want, based on mutual agreement.
- Example: you're good at math and your friend is good at writing essays. Instead of paying with money, you agree to trade: you'll help them with their math, and in exchange, they'll help you with your essay.

Opportunity Cost

- Definition: The value of the next best alternative that you give up when you make a decision. It's what you miss out on when you choose one option over another.
- Example: you have \$20, and you can either buy a concert ticket or go out for dinner with friends. If you choose the concert, the opportunity cost is the dinner with your friends that you gave up.

Key Terms

Supply & demand

- Definition: Supply and demand is the relationship between how much of a good or service is available (supply) and how much people want it (demand). When supply is high and demand is low, prices drop. When supply is low and demand is high, prices rise.
- Example: You make 50 cookies, but 100 people want them. If demand is low, you lower the price. If demand is high and supply is low, you raise the price.

Scarcity

- Definition: Scarcity is when there is not enough of a good or service to meet demand. It occurs because resources are limited while wants and needs are unlimited.
- Example: If there's a drought and not enough water to go around, water becomes scarce. People may have to pay more or limit usage because the supply is smaller than the demand.

Key Terms

Negotiation

- Definition: Negotiation is the process of discussing and reaching an agreement between two or more parties. It involves finding a compromise where all sides get something they want.
- Example: You want to sell your bike for \$100, but the buyer offers \$80. After talking, you agree on a price of \$90. Both sides are satisfied with the deal.

Bartering Activity

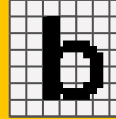
Objective



Survive

Groups will need to have a minimum set of items by the end of the game to survive. Surviving will provide bonus points

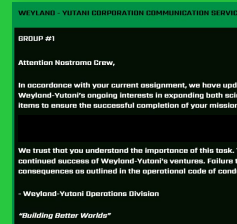
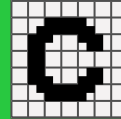
Objective



Bartering

Groups will need to barter (trade) with other groups to get items. Some items may be more rare than others. Items are also worth points

Objective



Complete List

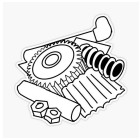
Each group will receive a unique list which they will need to complete to gain extra points at the end of the game

Item List



FIRST AID

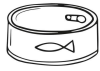
Medkit



Scraps



Motion Tracker



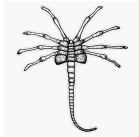
Food Rations



Alien Eggs



Flare



FaceHugger



Flamethrower Fuel



Dataset



Battery



Noisemaker



Xenomorph Blood Samples



Synthetic Android Chip



Stun Baton



Flamethrower

Round #1



Weapons

- 1 Flare
- 1 Stun Baton
- 1 Noisemaker
- 2 Flamethrowers
- 2 Motion Trackers

Research

- 2 Xenomorph Blood Samples
- 3 Alien Eggs
- 3 Synthetic Android chips
- 4 FaceHuggers
- 7 Datasets

Survival

- 6 Flamethrower Fuels
- 8 Medkits
- 9 Food Rations
- 9 Scraps
- 12 Batteries

03:00

Round #2



Weapons

- 1 Flare
- 1 Stun Baton
- 1 Noisemaker
- 2 Flamethrowers
- 2 Motion Trackers

Research

- 2 Xenomorph Blood Samples
- 3 Alien Eggs
- 3 Synthetic Android chips
- 4 FaceHuggers
- 7 Datasets

Survival

- 6 Flamethrower Fuels
- 8 Medkits
- 9 Food Rations
- 9 Scraps
- 12 Batteries

03:00

Round #3

Weapons

- 1 Flare 10 points
- 1 Stun Baton 10 points
- 1 Noisemaker 10 points
- 2 Flamethrower 10 points
- 2 Motion Tracker 10 points

Research

- 2 Xenomorph Blood Samples 8 points
- 3 Alien Eggs 8 points
- 3 Synthetic Android chip 8 points
- 4 FaceHugger 8 points
- 7 Datasets 5 points

Survival

- 6 Flamethrower Fuel 4 points
- 8 Medkit 5 points
- 9 Food Rations 5 points
- 9 Scraps 2 points
- 12 Batteries 5 points

02:00