

For Five people:

Product	Cost
Water	1
Wheat	2
Potato	3
Wood	4
Cow	5

Product	Cost
Water	2
Wheat	3
Potato	4
Wood	5
Cow	1

Product	Cost
Water	3
Wheat	4
Potato	5
Wood	1
Cow	2

Product	Cost
Water	4
Wheat	5
Potato	1
Wood	2
Cow	3

Product	Cost
Water	5
Wheat	1
Potato	2
Wood	3
Cow	4

Required to survive winter:

Product	Cost
Water	1
Wheat	1
Potato	1
Wood	1
Cow	1

Points available per farmer, per round:

10

For Four people:

Product	Cost
Water	1
Wheat	2
Wood	3
Cow	4

Product	Cost
Water	2
Wheat	3
Wood	4
Cow	1

Product	Cost
Water	3
Wheat	4
Wood	1
Cow	2

Product	Cost
Water	4
Wheat	1
Wood	2
Cow	3

Required to survive winter:

Product	Cost
Water	1
Wheat	1
Wood	1
Cow	1

**Points available per farmer, per
round:**

5

For Three people:

Product	Cost
Water	1
Wheat	2
Cow	3

Product	Cost
Water	2
Wheat	3
Cow	1

Product	Cost
Water	3
Wheat	1
Cow	2

Required to survive winter:

Product	Cost
Water	1
Wheat	1
Cow	1

**Points available per farmer, per
round:**

3

Rules

NO TALKING except when allowed.
No extra time
No biting, pushing, shoving (be nice!)

How to Play

- Each student is going to be a farmer.
- There will be six main phases of the game:
 - Planting:
 - 30 seconds to choose what to plant
 - No talking
 - Can plant whatever you want, but only have ten planting points
 - Planting costs the number of points it says in your chart
 - Everyone's chart is different
 - Write down what you've chosen to plant on your whiteboard in the "planting chart"
 - Reaping:
 - Show others what you planted silently (reveal whiteboards)
 - Think about your plan for the harvest while teacher sets up harvest
 - Harvest:
 - 30 seconds to acquire resources from the pool (set up by teacher)
 - You may talk
 - At end, return to your seat and be silent
 - Winter:
 - Tally what you got during the harvest and record it in the "harvest chart" on your whiteboard
 - Determine your surplus (if any) by subtracting the amount you need of an item to survive from the total you have. (You need one of everything, so if you have five cows, your surplus of cows is 4.)
 - Write an "X" if you died (you didn't have everything required), a check mark if you survived with no surplus (no extra), and a smiley face if you survived with surplus (extra) in the "totals" corner
 - Cash-Out:
 - Flip your whiteboard so everyone can see
 - Take turns saying what you got
 - Trade in your surplus for chocolate points on your turn (every extra item you have counts as one points towards chocolate)
 - Feast:
 - Think for 30 seconds about what happened silently
 - Talk for 30 seconds to prepare for round 2