

MONOPOLY

THE GAMES ADJUNCTS PLAY



KEEPING YOUR STUDENTS AWAKE,
INTERESTED, INVOLVED & LEARNING

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Teaching Hundreds of Students, Especially in the Evenings, Demands Energy and Creativity



Characteristics to Consider When Choosing Games for Your Classroom



- Does the game adequately illustrate your point?
- Does your physical space allow for this type of game?
- Does it involve group dynamics?
- Is physical motion or action required?
- Does it require social interaction among individual students?

The Games This Adjunct Plays



Game for Economics, International Relations and Intercultural Studies

Who Made Your Clothes?

- Group of 5 or 6 looks at tags for country making each article of clothing.
- Make a list of countries.
- Ask why they think it came from that place.
- Ask for a brief description of the person's life making some of the items.
- Do they perceive themselves the way you perceive them?



Game for Macroeconomics, Banking, Political Science and Finance

Pennies from Heaven

- Divide class into groups of 5 to 10 and have each group appoint a buyer. Distribute 25 pennies to each buyer.
- Offer 3 random items for sale to the buyers. Each stating a price they would pay for each item to 25¢ total.
- Distribute 10 more pennies to each buyer. Have buyers restate prices for each of the 3 items to 35¢ total.
What happened to prices?
- Add a 4th item to the buyers list. What happens to prices?



Game for Macroeconomics, Banking, Finance and Political Science

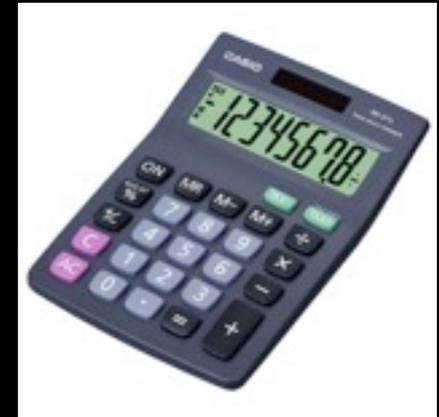
The No Fed Folly

- Money supply, interest rates and economic activity when considering the Federal Reserve System are often tough to explain. (Non-conformity means uneven value and easy lending begets inflation.)
- Distribute large single numerals on individual sheets of paper around the room.
- Tell students these numerals represent interest rates at which they can borrow money. Ask them to go to the bank numeral of choice.
- Now ask students to go to the numeral representing where money is likely to have the most value.



Game for Macroeconomics, Sociology and Political Science

By My Calculations



- Gross Domestic Product is defined as Technology multiplied by the additive values of Labor, Human Capital, Physical Capital, Natural Resources. Most students don't understand why Technology is different than the other factors.
- Ask your students to count off into 3 groups... 1,2,3, 1,2,3, etc. As they do so, write a series of 10 numbers on the board from 7 digits down to just 1 in random sequence.
- Tell the 1 group to add them in their heads. Tell the 2 group to use paper and pencil. Tell the 3 group to use calculators.
- As each student completes, have them announce their group number. Point out, when finished, their similarities in labor, human capital, physical capital and resources other than technology.

Game for Economics, Sociology, Health Care & Management

The Dialysis Machine

- Student groups are asked to manage the scarce resource of a dialysis machine for a community hospital.
- The objective is to save as many people as possible given your resources.
- See written instructions on your table. Play it now in 10 minutes!
- Record each group's survivors.



Game for Economics, International Trade, Sociology and Intercultural Studies

Trinkets & Trash

- Randomly distribute cheap, childish trinkets to students.
- Have them personally value their item from 0 (no value) to 10 (max value). Add the values on the board.
- Offer them one chance to trade with one other student for that student's item. Trading is not required.
- Once trading is complete, add values of items again on the board.



