

Board Game Preparation Example

Directions: Use your class notes to prepare "game pieces" that help players make "progress" or be "impaired" in the game.

		How can it be used in your game? Choose ONE or BOTH: Game PROGRESS or IMPAIRMENT	
Economics Notes, Vocab & Other Research?	What FACTS did you learn from this information?	Possible PROGRESS or ADVANCEMENT in the game related to this information (see project instructions for examples). These are situations in which <u>players move forward</u> or win something in the game.	Possible IMPAIRMENT or FALL-BACK in the game related to this information (see project instructions for examples). These are situations in which <u>players lose turns or move back</u> in the game.
1. Wealth and Inequality Notes + Inequality for All Movie Notes, Data from the Movie Inequality for All	Ex. Wealth Distribution in America: The top 1% holds more than 35% of the nation's overall wealth, while the bottom 50% controls 2.5%. The richest 400 Americans have more wealth than the bottom 150 million Americans combined.	Ex. Wealth Distribution in America: You attended Berkeley Haas School of Business when tuition was free. You started a successful pillow company making between \$10-\$30 million a year. The system works for you! You can write off travel and business expenses. Overall only 11% of your earnings goes to the government. <u>Role again, boss.</u>	Ex. Wealth Distribution in America: You graduated from UC Berkeley undergrad in 2008 in the middle of a housing crisis. You've joined the 54% of students leaving college with debt, you have to choose between taking an unpaid internship at a museum you love or a paid job at a corporate office. You need healthcare so you take the office job. <u>Lose a turn.</u>
2. Money, Value and Inflation Notes: Purchasing Power, Consumer Price Index, Inflation, Deflation			

<p>3. Economic Systems Notes: Socialism, Capitalism, Mixed Economy</p>			
<p>Economics Notes, Vocab & Other Research?</p>	<p>What FACTS did you learn from this information?</p>	<p>Possible PROGRESS or ADVANCEMENT in the game related to this information (see project instructions for examples). These are squares in which <u>players move forward</u> or win something in the game.</p>	<p>Possible IMPAIRMENT or FALL-BACK in the game related to this information (see project instructions for examples). These are the squares in which <u>players lose turns or move back</u> in the game.</p>
<p>4. Is Greed Good? Building Background Knowledge Video and Expert Text Box Activity (Wall Street, This Place Rules, & Expert Texts)</p>			
<p>5. The Big Short Movie Notes and what led to the 2008 Housing Market Crash</p>			

<p>6. Pick a topic for Game Research: Disparities in Wealth by 1. General Inequality, 2. Race and Ethnicity, 3. Financial Stability of People w/Disabilities, 4. Gender Pay Gap</p>			
<p>Economics Notes, Vocab & Other Research?</p>	<p>What FACTS did you learn from this information?</p>	<p>Possible PROGRESS or ADVANCEMENT in the game related to this information (see project instructions for examples). These are squares in which <u>players move forward</u> or win something in the game.</p>	<p>Possible IMPAIRMENT or FALL-BACK in the game related to this information (see project instructions for examples). These are the squares in which <u>players lose turns or move back</u> in the game.</p>
<p>7. Pick a topic for Game Research: Disparities in Wealth by 1. General Inequality, 2. Race and Ethnicity, 3. Financial Stability of People w/Disabilities, 4. Gender Pay Gap</p>			
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<p>9. Pick a topic for Game Research: Disparities in Wealth by 1. General Inequality, 2. Race and Ethnicity, 3. Financial Stability of People w/Disabilities, 4. Gender Pay Gap</p>			
<p>Economics Notes, Vocab & Other Research?</p>	<p>What FACTS did you learn from this information?</p>	<p>Possible PROGRESS or ADVANCEMENT in the game related to this information (see project instructions for examples). These are squares in which <u>players move forward</u> or win something in the game.</p>	<p>Possible IMPAIRMENT or FALL-BACK in the game related to this information (see project instructions for examples). These are the squares in which <u>players lose turns or move back</u> in the game.</p>
<p>10. Outside Research Source:</p>			
<p>11. Outside Research Source:</p>			

12. Outside Research Source:			
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Game Requirements & Research Suggestions

- At least 8-12 "progress" elements** in which players can move "forward" or "win" something according to researched economic conditions
 - Most of this can be your notes or suggested research but
 - At least 3 elements** need to be from outside economic related research
 - Note key vocab and data from the source to translate it into "game pieces"
- At least 8-12 "impairment" elements** in which players either "lose a turn" or "move back" in the game according to researched economic conditions
 - Most of this can be your notes or suggested research but
 - At least 3 elements** need to be from outside economic related research
 - Note key vocab and data from the source to translate it into "game pieces"
- Some suggested topics for research:**
 - Successful entrepreneurship and its role in economic development.
 - How do automation, robotics, and artificial intelligence affect the labor market?
 - What are the effects of healthcare policies on the economy?
 - What are the effects of social media and advertising on consumer (buyer) behavior?
 - What are the effects of a "sharing economy" on workers rights?
 - What are the effects of cryptocurrencies and blockchain technologies?
 - How does economic inequality relate to health outcomes?
 - Impact of COVID-19 on the global economy
 - Trade and the global economy

Research Reminders

- Practice Lateral Reading - open multiple tabs to verify information and sources
- Practice Click Restraint - don't click on everything you see
- Attention Conservation - not everything is trustworthy, investigate a source before you read it
- When you find a reliable source, write down the author (if available), the title of the article, the name of the publication (source name), and the link to the source
- If you use ChatGPT, use it to START research, do not use it as a source.** Ask it specific questions about what you're interested in, and ask it about where you can find more information on that topic. For example:
 - Where can I find statistics about the United States Share Economy?
 - What are some reliable sources on the United States Tax System?