6.3 Potato Trade Simulation Game

# Instructions

**Materials Needed:**

* Play money or tokens (to represent resources)
* Cards or printouts with different countries, crops, and trade routes
* Large map of the world or regional maps showing countries and trade routes
* Paper and pens for taking notes
* Optional: Small props or symbols to represent potatoes and other crops (e.g., mini potato cutouts or pictures)

**Setup:**

1. Divide the class into small groups, with each group representing a different country or region that produces potatoes and other crops.
2. Assign each group a type of potato or crop to "trade" (e.g., Ireland = potatoes, India = rice, the U.S. = corn, etc.).
3. Provide each group with play money or tokens to represent the value of their crops.
4. Create a world map or use printed cards to display trade routes, showing which countries trade with each other.
5. Prepare cards or handouts that list the trade agreements, crop values, and transportation costs associated with the different regions and their crops.

**Activity Instructions:**

1. **Introduction to Global Trade**: Begin by explaining to the students how agricultural products, like potatoes, are grown in one country and then traded worldwide to meet the demands of other countries. Discuss the role of transportation, economy, and global markets.
2. **Assign Roles**: Assign each group to a country or region and give them the corresponding crop and play money or tokens to represent the value of their goods.
3. **Trade Simulation**: Groups must negotiate and trade their crops with other countries, based on supply and demand, using the play money to simulate transactions. Some countries may need potatoes, while others might have excess crops that they can trade for potatoes.
4. **Transport and Costs**: Incorporate transportation costs by charging groups fees to "ship" their crops to other countries. This could involve moving tokens along trade routes or paying in play money to simulate the cost of transportation.
5. **Challenges and Events**: Introduce challenges (e.g., bad weather affecting crop yields, new trade tariffs, or shipping delays) that impact the countries’ abilities to trade. This can simulate how unpredictable factors influence global trade.
6. **Reflection and Discussion**: After the simulation, have students reflect on their experience. Discuss what happened during the trade simulation, how students solved problems, and what they learned about global agricultural trade.

**Safety Note:**

* Since this is a classroom simulation, ensure that students are respectful of each other's roles and contributions, fostering cooperation and teamwork.
* Use play money or tokens safely and avoid throwing items.

**Learning Outcomes:**

* **Understanding Global Trade**: Students will learn how agricultural products like potatoes are traded internationally and the impact of trade on economies.
* **Critical Thinking and Problem Solving**: Students will practice negotiation, decision-making, and adapting to challenges that impact trade.
* **Geography and Economics**: Students will learn about different countries’ resources, global trade routes, and economic factors that influence agricultural trade.
* **Collaboration and Communication**: Students will work together in teams, practice communication skills, and understand the importance of cooperation in international trade.

This Potato Trade Simulation Game provides an engaging and interactive way for students to understand global trade, agricultural economics, and the vital role that crops like potatoes play in the world’s economy.