

## ***Economics: A Christian Worldview. Economics-tionary 1 (30 minutes)***

### **TEACHER INSTRUCTIONS/KEY**

#### **Prep**

- **Objective:** Students review Economics terms in a game called “Economics-tionary,” a game that does not even come CLOSE to copyright infringement, in case any lawyers are reading this.
- Print the instructions on this page, the category page (Page 2), and either a color or black and white game board (Page 3 or 4).

#### **Materials Needed:**

- A 6-sided die
- 2 whiteboards/dry erase markers (pens/pencils/paper will do in a pinch)
- 2 “service bells”
- 2 game tokens (different coins will do)
- A timer (a smartphone is fine)

#### **Instructions**

1. Divide class into 2 teams; tell teams to get in some kind of order and **stay in/rotate using** this order!
2. Decide which team goes first by having one member of each team roll the die. Higher number wins.
3. First team member/artist rolls the die and moves token that number. Whatever space the token lands on is the category that artist draws. (P = Person, T = Term/Object, A = Action, M = Miscellaneous). Tell students: All of the words/terms/persons in this game are found in the book!
4. Look at your category list for the first item on whatever space that token lands on, write this word/term down (on your own whiteboard if you have one), and show it **ONLY** to the first artist on both teams.
5. Set the timer for 45 seconds, say, “GO!” and watch the artists draw a picture to get their teams to say the word/term first. The first artist to ring the bell (after hearing the word said by his team) wins. (If neither team gets the answer in time, choose the next two artists and a random category for them.)
6. Artists may **NOT** draw numbers, letters, or words with blanks to show how many letters the answer has. They also may not gesture with their hands, point, speak, or mouth any words!
7. When a team wins a round, the next player on that team rolls the die and moves the token, gets the corresponding category word from you, and takes a turn as the artist, drawing against the next player on the other team.
8. First team to reach the finish line wins! (You’ll probably have enough time to play two games.)

## ECONOMICS-TIONARY CATEGORIES

PERSON	TERM/OBJECT	ACTION	MISCELLANEOUS
CARPENTER	COST	BAKE	GOLF
(KING) DAVID	BREAD	BUY	PIZZA
APPLE PICKER	CAMEL	SPEND	WALK
BROTHER	ORANGE	BUILD	FISH
BUTCHER	MONEY	TRADE	TOWN
KARL MARX	WINGS	GIVE	STORE
PETER	SMARTPHONE	STEAL	TOE SOCKS
JUDGE	TABLE	HARVEST	STIR
CHILD	PICKLE	TAX	BARTER
BAKER	DIRT	SHARE	CIGARETTE
RICH MAN (PERSON)	COIN	BORROW	CHEESE
KING	COW	SELL	EAGLE
ROBOT	WHEAT	LOVE	TOOL(S)
STUDENT	NEEDLE	FISH	FLY
FARMER	VCR	COOK	SCALE
MILKMAN	MOTH	THINK	BURN
WIDOW	GRAPES	CRY	CORN
PRISONER	COMPUTER	EAT	MATTRESS
THIEF/ROBBER	TREASURE	KNOCK	BICYCLE
CHRISTIAN	CHICKEN SANDWICH	CUT	REFRIGERATOR
SISTER	COAT	TALK	WATER
COUNTERFEITER	YACHT	LOOK	BUTTER
MOSES	GLASSES	SIGN	PUPPET
PAINTER	CORNER	WRITE	SWIMMING POOL
QUEEN	CAP/HAT	EXERCISE	DOCTOR

<b>T</b>	<b>A</b>	<b>M</b>	<b>P</b>	<b>T</b>	<b>A</b>	<b>M</b>	<b>FINISH</b>	<b>START</b>
<b>P</b>	<p><b>ECONOMICS- TIONARY</b></p>							<b>P</b>
<b>M</b>								<b>T</b>
<b>A</b>								<b>A</b>
<b>T</b>								<b>M</b>
<b>P</b>								<b>P</b>
<b>M</b>								<b>T</b>
<b>A</b>								<b>A</b>
<b>T</b>								<b>M</b>
<b>P</b>								<b>P</b>
<b>M</b>								<b>T</b>
<b>A</b>	<b>T</b>	<b>P</b>	<b>M</b>	<b>A</b>	<b>T</b>	<b>P</b>	<b>M</b>	<b>A</b>

T	A	M	P	T	A	M	FINISH	START
P								P
M								T
A								A
T								M
P								P
M								T
A								A
T								M
P								P
M								T
A	T	P	M	A	T	P	M	A

**ECONOMICS-  
TIONARY**