

Appendix I

- Rules for Barter Trade Game
- Winning Criteria
- Group Instructions
- Market Prices

Rules for Barter Trade Game:

- 1. Fair trade;**
- 2. Trade at the market price.**

Winning Criteria:

- ✓ **Get all the targeted goods within the limited time.**

Group Instructions:

1st Group has:

5 packs of rice

for:

2 eggs

3 carrots

1 newspaper

0.5 pig

1.5 chalks

2nd Group has:

12 eggs

for:

1 pack of rice

0.5 cow

1 box of

color pens

4 chalks

3rd Group has:

10 carrots

for:

4 eggs

2 newspapers

5 chalks

4th Group has:

1 cow

for:

**3 packs of
rice**

1 chair

5 chalks

5th Group has:

4 pack of

color pens

for:

2 carrots

3 newspapers

1 clothes

6th Group has:
8 newspapers

for:

2 carrots

1 box of

color pens

1 chair

7th Group has:

2 pigs

for:

1 pack of rice

0.5 cow

1 box of

color pens

1 clothes

1.5 chalks

8th Group has:

3 T-shirts

for:

2 eggs

1.5 pigs

2.5 chalks

9th Group has :

3 chairs

for:

3 carrots

1 box of

color pen

2 newspaper

1 T-shirt

0.5 chalk

10th Group has:

20 chalks

for:

4 eggs

1 chair

Market Price 1

1 pack of rice = 2 eggs

1 egg = 1.25 carrots

1 carrot = 1/15 cow

1 cow = 5 boxes of

color pens

1 box of color pens =

2.4 newspaper

1 newspaper = 0.125

pig

1 pig = 1.6 T-shirt

1 T-shirt = 1.2 chairs

1 chair = 10 chalks

1 chalk = 0.2 pack of

rice

Market Price 2

1 pack of rice = 10

toothpicks

1 egg = 5 toothpicks

1 carrot = 4 toothpicks

1 cow = 60 toothpicks

1 pack of color pens

= 12 toothpicks

1 newspaper = 5

toothpicks

1 pigs = 40 toothpicks

1 T-shirt = 25

toothpicks

1 chairs = 20

toothpicks

1 chalk = 2 toothpicks

Summary of the market price 1:

	quantity	rice	egg	carrot	cow	color pen	news-paper	pig	T-shirt	chair	chalk
Rice	5		2	3			1	0.5			1.5
Egg	12	1			0.5	1					4
Carrot	10		4				2				5
Cow	1	3								1	5
Color pens	4			2			3		1		
Newspaper	8			2		1				1	
Pig	2	1			0.5	1			1		1.5
T-shirt	3		2					1.5			2.5
Chair	3			3		1	2		1		0.5
Chalk	20		4							1	
		5	12	10	1	4	8	2	3	3	20

Summary of the group instructions:

The 1st group

5 packs of rice, for:

- 2 eggs
- 3 carrots
- 1 newspaper
- 0.5 pig
- 1.5 chalks

The 6th group

8 newspaper, for

- 2 carrots
- 1 pack of color pens
- 1 chair

The 2nd group

12 eggs, for:

- 1 rice
- 0.5 cow
- 1 pack of color pens
- 4 chalks

The 7th group

2 pigs, for:

- 1 rice
- 0.5 cow
- 1 pack of color pens
- 1 T-shirt
- 1.5 chalks

The 3rd group

10 carrots, for:

- 4 eggs
- 2 newspapers
- 5 chalks

The 8th group

3 T-shirts, for:

- 2 eggs
- 1.5 pigs
- 2.5 chalks

The 4th group

1 cow, for:

- 3 packs of rice
- 1 chair
- 5 chalks

The 9th group

3 chairs, for:

- 3 carrots
- 1 pack of color pens
- 2 newspapers
- 1 T-shirt
- 0.5 chalk

The 5th group

4 packs of color pens:

- 2 carrots
- 3 newspaper
- 1 T-shirt

The 10th group

20 chalks, for:

- 4 eggs
- 1 chair

Appendix II

Barter Trade Game – Case Studies (I)

After playing the round of the game with no money used, each group should discuss the following questions:

Question 1: Can your group exchange all the targeted goods within the time limit?

Question 2: Can you find another group who would exchange voluntarily with you? Why?

Question 3: Can your group set the market price for each good? Why?

Question 4: What happened to the goods that you were holding in the game? Were there any difficulties that your group has faced? Please explain.

Question 5: Describe the difficulties you can observe from barter trade.

Question 6: Do you think the time costs and the other costs of a successful exchange in a barter economy are high or low?

Barter Trade Game – Case Studies (II)

After playing the round with using toothpicks as money, discuss the following questions:

Question 7: Can your group exchange all the targeted goods within the time limit?

Question 8: When compare with barter trade, do you think money helps trade?

Question 9: Do you think the time costs and the other costs of an economy that uses money to trade are high or low?

Question 10: Did your group's targeted goods include toothpicks in fact?

Question 11: Were the toothpicks become goods that could satisfy your group's want or as a medium of exchange?
