

Players' goal in the activity is to make as much **profit** as they can over the course of the game.

Buyers: Each buyer will have only one buyer card at a time. It will say, "You are authorized to buy a box of bananas. Pay as little as possible. If you pay more than _____ per box, you lose money." To make a "profit," buy at a price lower than the price shown on your card. If you buy at a higher price, you suffer a loss.

DO NOT REVEAL THE PRICE.

Record the buyer card price on your student score sheet.

When the round starts, try to buy below your buyer-card price – **the lower, the better**. (You may buy at a price higher than that on your buyer card in order to obtain bananas, but note that this will reduce your "profit" for the round.) When you make a purchase, record the **transaction price** on your score sheet. Then, turn in the buyer card and get another buyer card from the buyer pile.

Sellers: Each seller will have only one seller card at a time. It will say, "You are authorized to sell one box of bananas for as much as possible. If you accept less than _____ per box you lose money." To make profit, sell at a price higher than the price shown on your card. If you sell at a lower price, you suffer a loss.

DO NOT REVEAL THE PRICE.

Record the seller card price on your student score sheet.

When the round starts, try to sell above your seller-card price – the higher, the better. (You may sell at a price lower than that on your seller card to get rid of your bananas, but note that this will reduce your profit for the round.) When you make a sale, you must: **1) report the transaction price to the person keeping the Market Tally Sheet in the front of the room; 2) record** the transaction price on your score sheet, and then **3) turn in your seller card** you have and **get another** from the seller pile.

Remember – the seller is responsible for reporting the transaction price.

When the teacher says "start," sellers and buyers are free to move around the room and make transactions with one another. Any seller may talk with any buyer.

Both buyers and sellers are free to make as many transactions as they want in a round. For tallying purposes, please make all transactions in ten cent increments. Remember to trade in your card after each transaction.

During the game, keep track of your progress on the student score sheet. Compute your gains and losses by calculating the difference between the price on your buyer or seller card and the price of the transaction.