



SPHERE

Teaching Civic
Culture Together

TRADING FOR LIBERTY!

Colony/Country Barter Instruction Sheet

Each Colony/Country should choose an image from the ones below that they will be trading puzzle pieces and barter bucks for. Note: Each picture can only be chosen once.

#1



#2



#3



#4



#5



#6



#7



#8



Prior to the start of the rounds, each Colony/Country will receive a bag with 12 puzzle pieces, 10 Barter Bucks, and 1 small picture that will be of one of the pictures above.

End goal: Trade puzzle pieces and small pictures to complete the chosen picture above. Additionally, all Colonies/Countries should have at least 1 more barter buck than they started with.

ROUND #1 TRADING (5 MINUTES)

Colonies can ONLY trade with individuals representing England. Each individual representing England will have a different "cost of barter bucks" that will be stated by the teacher.

At the end of round #1, Colonies/Countries should list how many of the following they have below:

Barter Bucks: _____

Chosen Picture Puzzle Pieces: _____

Chosen Picture: Y or N

Remaining Puzzle Pieces: _____

ROUND #2 TRADING (5 MINUTES)

Prior to the start of the round, Colonies/Countries will determine what they will require for trade based on the information below. They must choose one option.

- Option #1 - Flat Tax Tariff: Every trade costs an extra Barter Buck for the Colony/Country who initiated the trade in addition to the agreed trade price.
- Option #2 - Category Restriction Tariff: Corner pieces are "imported items" and always cost an extra 2 Barter Bucks in addition to an agreed upon price.
- Option #3 - Approval Fee Tariff: Before a trade can go through, the other trade partner * must pay an additional Barter Buck in addition to the agreed upon price for "paperwork processing"
- Option #4 - Trading License Fee: Before your Colony even starts the trade negotiations, both trade partners must pay a Barter Buck fee to the teacher.

Special Note: During this round, the teacher may allow Colonies/Countries to earn more Barter Bucks by completing tasks. During this round, if a group finishes collecting all their puzzle pieces, they should let the teacher know. The first 3 who complete their puzzles will receive extra points at the end of the activity.

At the end of round #2, Colonies/Countries should list how many of the following they have below:

Barter Bucks: _____

Chosen Picture Puzzle Pieces: _____

Chosen Picture: Y or N

Remaining Puzzle Pieces: _____

Puzzle Completed: Y or N

If yes, circle: 1st 2nd 3rd

ROUND #3 TRADING (3 MINUTES): LIGHTNING FREE TRADE

Prior to the start of the round, Colonies/Countries will determine how they will spend their time. They will calculate how many pieces are needed before they complete their puzzle and how many Barter Bucks they have.

Special Note: Remember that the end goal is to not only make sure every Colony and Country completes their puzzle but also that each is better off than they started (each group should have at least one more Barter Buck). If Barter Bucks are allowed to be earned, there is a limit of only 3 tasks each per Colony or Country during this round.

Barter Bucks: _____

Puzzle Completed: Y or N

At the end of round #3, Colonies/Countries add up their score based on the teacher's scoring instruction:

Completed Puzzle of the Chosen Image: _____ Bonus Points for 1st, 2nd or 3rd: _____

Barter Bucks Bonus Points: _____ Penalty Points: _____ Total Score: _____