

LESSON PLAN

Version 1.0

Date:	Class:	Unit:
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LESSON TOPIC:	What is the Stock Exchange?
AIM:	Identify and define key components of the stock market
OBJECTIVES:	<p>Students will be able to define:</p> <ul style="list-style-type: none"> • Company • Stock • Stock Exchange • Stock Broker • Assets in terms of the stock market • Initial introduction to game mechanics
MINI-LESSON:	<p>Teacher will introduce concepts using website: http://money.cnn.com/data/markets/</p> <p>Using definitions found on website: www.8thkidgames.com students will generate flashcards for the terms above; teacher will review terms prior to start of game play.</p>
MAIN ACTIVITY:	<ol style="list-style-type: none"> 1) Watch quick setup video for \$tock Exchange 2) Re-enforce the importance of stock coins for the game 3) Divide class into teams to represent players in game – 4 players/game max for classroom. (ideally 1-3 students per team) 4) Play game in family mode, read cards aloud. Discuss the cause and effect of stock going up/down. Don't worry if they don't have time to retire and finish the game today. <p>*Recommendations – (1) Teacher should review game rules and components prior to class. (2) Teacher can set up game to jump into middle of game and speed up initial learning curve. IE give each player (group) 3 stocks, \$120K in cash, place coins on ½ the stock locations.</p>
CLOSING:	<ul style="list-style-type: none"> - Recap vocabulary words - Restate one or two things learned during the game
ASSESSMENT:	Students divided in pairs and take turns defining today's vocabulary.
MODIFICATIONS:	To be determined as needed by teacher.
MATERIALS:	\$tock Exchange Game, note cards, print out of definitions for students
TECHNOLOGY:	Internet access (optional), central class computer to watch online video