

## Cardboard Economics

Unit: Mechanics	
Workshop: 5	Date: Oct

**Objective(s):** Define the goal of their game. Integrate Rising Tigers economic/financial concepts.

**Materials & Resources:** CBE forum, game library

[boardgamizer mechanics examples](#)

[BGG: Boardgamemechanic database](#)

[Stop playing Monopoly!](#)

Rising Tigers game parameters.doc

**Lesson Agenda:**

**Time ():**

**Lesson Elements:** Economic factors, critical/computational thinking, math modeling.

**Engagement:** Through gameplay students will identify what game mechanics they will be using for their board game. Students will also identify what economic and financial concepts to incorporate into the game.

**Assessment/Evaluation:**

**Homework:**

**Reflection on Plan and Instruction:**

**Notes:**

Mechanics is how the players will achieve their goals in the game. The mechanics are the rules. The mechanics tell the players what they can and cannot do in the game.

Is the goal achievable through game mechanics?

Examples:

- Poker
- Cooperative
- Racing
- Progress/Point Salad
- War
- Cooperative Play
- Deduction
- Bluffing
- Dice Rolling

## **Cardboard Economics**

- Deck Building
- Set Collection