Trade & Economics — Lesson Plan

Comparative advantage, supply, and demand through play

Grade range: 8-12 · **Time:** 4 sessions · **Subject:** Economics

Objective

Students experience comparative advantage and supply/demand by trading with 8 AI nations across 32 different resources.

Sessions

- **Session 1 — Inventory:** List your 3 starting resources. Research what each enables.
- **Session 2 — Identify needs:** Find 2 resources your nation lacks. Identify which AI nations have them.
- **Session 3 — Negotiate:** Propose 2 trade agreements. Track reputation effects.
- **Session 4 — Synergy:** Identify a resource combination that unlocks a bonus. Acquire it.

Worksheet questions

- What is comparative advantage? Give an example from your gameplay.
- Why does each AI nation specialize in different resources?
- What happens to a trade when both sides walk away happy? When one side feels cheated?
- Define a "trade deficit" in your own words.
- Real-world: pick a country. Name 2 things it exports and 2 things it imports.

Stretch concept: tariffs and embargoes

After basic trade is mastered, ask students: "What if you stopped trading with a nation entirely?" Have them break a trade and track the diplomatic and economic consequences. Discuss real-world examples of sanctions.