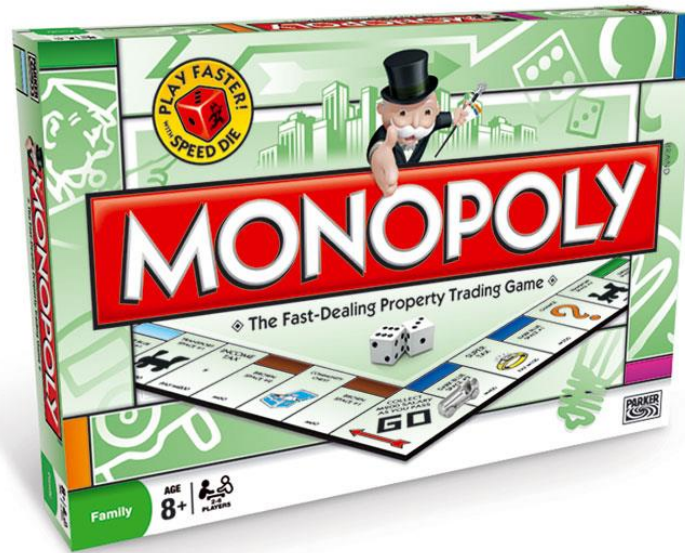


Unit 6 Day 6: Monopoly Lab Activity Estate Division



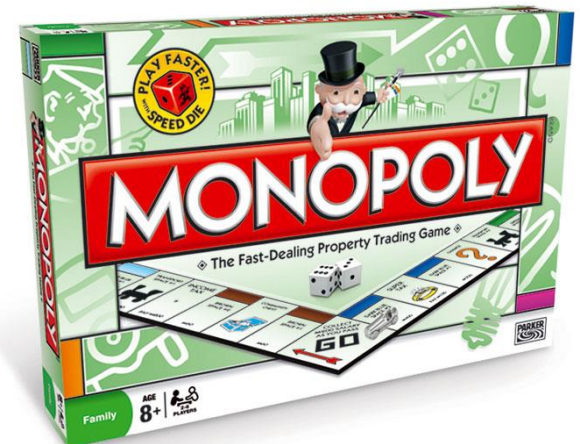
Arrival

Pick Up:

Warm-Up Half Sheet Estate Division

Get Out:

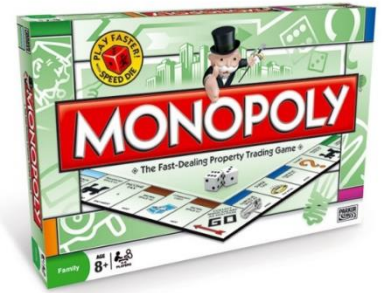
Your Monopoly Board
(if you brought it in)





Warm-Up Half Sheet

Monopoly Lab



- All players receive:
2 \$500's, 2 \$100's, 2 \$50's, 6 \$20's, 5 \$10's, 5 \$5's, and 5 \$1's.
All remaining money and other equipment go to the Bank.
- Select as Banker a player who will also make a good Auctioneer.
The Banker is playing in the game, so he/she must keep their personal funds separate from those of the Bank.
- Each time a player's token lands on or passes over **GO**, whether by throwing the dice or drawing a card, the Banker pays that player a \$200 salary.
- **A Rule that many don't know about....**
If someone lands on a property that they don't want, it goes up for auction and the highest bid wins the property!

Play Monopoly

- When 30 minutes remain in the class period, you will stop the game AND Start the Lab sheet
- If no one in your group brought in a game board, you may check one out from the teacher. After the game, you **MUST** check around you for pieces **BEFORE** returning the game to the teacher... **THEN** you will work on the lab

To finish the Lab...

when 20-30 minutes remain in class

- STOP playing the game
- Record data on every player's properties and cash
- Eliminate player with the most cash – make sure they also have properties
- All group members will make bids on the eliminated player's properties
- Turn in the Monopoly Board, if you borrowed one. Be sure to check around you for pieces and money BEFORE you return it to the teacher!
- Then start working on the Even and Uneven Estate Divisions! 😊
- Be sure to complete all the steps on the lab sheet
- You MUST show work on separate paper and record answers on the lab sheet.

