PIT®
GRADE LEVEL 7-12

"ACTIVE LEARNING TOOL"

Time to complete: varies

INTRODUCTION

Pit® can be used to reinforce a variety of concepts in a family finance and economics course. Participants trade commodities on the market to try to 'corner' the market to win the hand.

Pit® covers concepts from units 12.0 Investing and 17.0 Values, Needs vs. Wants, and Goal Setting.

FACILITATION

1. Explain the instructions for playing Pit® using the instructions in Pit® game.
2. Divide participants into groups of 3 – 8 players for each card game.
    a. Participants play individually.
3. Have participants set up the card game and play.
4. After participants have finished the game, hold a class discussion using the *Discussion Questions* handout 5.0.17.E1.

MATERIALS

Discussion Questions Pit ® handout – 5.0.17.E1
Pit® – approximately one board per 4 to 6 participants

PURCHASING INFORMATION

Approximate cost: $13.00 – $17.00 per game
Places to purchase:
   ▪ Online stores: www.amazon.com, www.areyougame.com, www.winning-moves.com
   ▪ Toy stores: Giggles Toys 'n' More (Bozeman, MT)

DISCUSSION QUESTIONS
PIT®

Directions: After playing Pit®, discuss the following questions.

1. How did you decide what commodity to try to corner?
    a. Did choosing a higher value commodity benefit your score? Why or why not?

2. Was it easy to trade with other players? Why or why not?

3. Was the commodity you planned on cornering at the beginning of the game the same at the end?
    a. If you changed plans, why?

4. What kind of a strategy was used for trading the commodities?

5. What commodity seemed to be in the most demand?
    a. Why do you think this was the case?

6. What commodity seemed to be in the least demand?
    a. Why do you think this was the case?

7. How did the 'bull' affect the game?
    a. What does this mean in the market?

8. How did the 'bear' affect the game?
    a. What does this mean in the market?

9. If you tried the silent bidding variation, how was this different from the shouting?
    a. Which version was harder? Why?

10. Was it hard to make the choices in this game? How is this similar in real life?

11. What are other thoughts on the game? What elements did you like or not like?

12. What did you learn from playing the game?