

GRASPS

UNIT: Everything Is Economics

LESSON #7: "Living in the Truman Show"

ESSENTIAL QUESTION: Why do some societies choose one economic system over another for the economic well-being of their society? How does scarcity and choice govern our economic decisions and the world around us?

G R A S P S	
Goal	<p>Goal:</p> <p>Your goal is to create an entirely new world economy that brings the greatest amount of satisfaction to the greatest number of people.</p>
Role	<p>Role:</p> <p>You are part of a team of Grand Designers put in charge of creating this entirely new, functioning economy from scratch.</p>
Audience	<p>Audience:</p> <p>Your audience is a Social Studies class who has spent time studying various societies throughout the ages.</p>
Situation	<p>Situation:</p> <p>The world is recovering from a global catastrophe characterized by environmental degradation, social injustice, and constant conflict. The people of British Columbia have had enough and in a majority referendum</p>

vote, agree to establish a new economy in BC from scratch. A panel of highly informed Grand Designers has been brought together to create this new world economy.

Performance or Product:

Performance or Product

You will design a local economy that brings the greatest satisfaction to the majority of your society. In your design, you will consider multiple economic factors: form of currency, means of production / distribution / consumption, the rule of law, the nature of work and leisure, the securing of essential resources, the ability to trade, the form of government, the ability to tax, etc.

Standards:

Standards

Your economy must have a visual and a written component. Evidence of imagination and creativity is expected. An excellent project will show careful thought into a wide variety of real-world economic factors. Students will be able to readily answer questions from an audience member about how their new economy will deal with many of the common problems all economies face.

Differentiation:

Adaptations:

Differentiation

- Indicate that a student can be in charge of only 1-2 areas of the group economy such as the name, how people will get an education, where they will shop, etc.)
- If the student enjoys creating, he or she may add visuals such as logos or other design factors.