

# Econogame Table Of Contents\*

## Overview and *Standards*

### Integrating the Game With Your Curriculum

### Setting up the Game

#### Quarter 1 – Learning to Play

Concepts: Price, Competition, Entrepreneur, Profit

#### Quarter 2 – Getting the Hang of It

Concepts: Supply and Demand, Markets, Equilibrium, Prices, Corporations

#### Quarter 3 – Adding Some Curves

Concepts: Gov't Spending Up, Tech Breakthrough, Labor Unions, Incentives

#### Quarter 4 – Year-End Accounting and Setting the Tax Rate

Concepts: Profit and Loss, Tax Policy – Graduated v. Flat Taxes

#### Quarter 5 – Paying Taxes

Concepts: Intro to Fed. Budget, Fiscal Policy, Nominal and Real GDP

#### Quarter 6 – Macro Econ: The Government's Role in the Economy

Concepts: Monetary Policy, The Fed, Interest Rates, More Fiscal Policy

#### Quarter 7 – Introducing Trades

Concepts: Foreign Trade, Tariffs

#### Quarter 8 – More Trade, Foreign Currency

Concepts: Foreign Currency and Trade

### Wrapping Up

Concepts: Nominal and Real GDP cont., Accounting and Taxes for Year 2

### Handouts include:

“The Rules”—Student Instructions, On-the-Job Trainings (OJT)

Bank, Business, Resource Corporation and Government Operations Guides

Accounting Records and Financial Analysis Forms

Newspapers

Assessment Materials

### Forms (examples)

Bank Forms: (loan contract, checks, loan payment checkoff)

Incorporation and Partnership Forms

Tax Forms (Simplified 1040, Schedule C, 1120—Corporate)