



Econ and Me

Economics, Social Sciences, Math

AIT 1989

Social Science SOL 1.9, 1.10, 1.11, 1.12, 2.6, 2.7, 3.7, 3.8, 3.9

5 15-minute programs for grades 2-5

2 30-minute Teacher Inservice programs

Tape and Keep Rights in Perpetuity

Duplication Rights Included

website: www.ait.net/catalog/catpages/c277a.shtml

The video programs for students revolve around four children and their invisible friend, Econ, and apply economic principles to individuals, families, and communities. With this series, even teachers who have never studied economics can introduce basic economic concepts in a way that will correct children's misunderstandings and help them learn to make thoughtful choices. The programs for teachers demonstrate teaching strategies and effective ways to use the student programs, and a matrix correlates the activities with specific language arts and mathematics skills.

101. Scarcity: Scarcity is when people can't have everything they want and must make choices. When Sean's mother needs the living room, Sean and his friends need a new place to play. Econ appears and tells the children they have an economic problem—a scarcity of space. Deciding to build a clubhouse, they list their resources and find they have a scarcity of wood.

Va. SOL History/Social Science: 1.11, 2.7, 3.8

102. Opportunity Cost: Opportunity cost is the most valuable alternative people give up when making a choice. Econ uses a "decision tree" to help Hamilton City decide what to do with some vacant land, and identifies the opportunity cost. **Va. SOL History/Social Science:** 1.11, 2.7, 3.7, 3.8

103. Consumption—In making choices about using goods and services, it's important to consider the benefits of each opportunity in relation to its cost. The children have \$4.00 apiece left from the income they earned to buy the goods needed for the clubhouse. Econ tells them they can buy goods, save their

money, or pay someone to perform a service.

Va. SOL History/Social Science: 1.10, 1.11, 1.12, 2.7, 3.7, 3.8, 3.9

104. Production—Producers are those who combine resources to make goods and services. To make good choices about what to produce and what resources to use, producers need to consider costs and benefits. The children decide to earn money to go to the amusement park with Tanya.

Va. SOL History/Social Science: 1.9, 1.10, 1.11, 1.12, 2.6, 2.7, 3.7, 3.8

105. Interdependence—We all depend on each other. When we specialize to increase our well-being, we give up some independence. Tom and Sean are late for rehearsal. When the boys arrive, they say their small jobs don't matter. Econ shows them the real-life example of the amusement park; as consumers, they depend on all the people who work the park.

Va. SOL History/Social Science: 1.10, 1.11, 2.6, 2.7, 3.7, 3.8

TEACHER PROGRAMS

106. Econ and Me: Teacher Orientation—Introduces the content and design of the five student programs. Step-by-step instructions guide teachers in the use of Program 1. Includes strategies for integrating the basic economic concepts into language arts, mathematics, and problem solving, and for using the teacher's guide to maximize learning opportunities.

107. Econ and Me: Teaching Strategies—Introduces programs 2 through 5. Demonstrates teaching strategies and ways of evaluating students' comprehension. Suggestions for use of the instructional materials are provided along with an examination of the inductive/ deductive framework and concept development process contained in the instruction design of the programs.