


Name(s)  
Maarten Bos (NL2)

## LESSON PLAN: Quartet Game

	<p><b>Why?</b> Students learn about economic concepts regarding money and transaction in a playful and competitive way</p>
	<p><b>What?</b> Students practise with economic concepts and get an insight in their level of knowledge. It can be good practice before making a test on the subject.</p>
	<p><b>How?</b> The purpose is to acquire complete sets: the quartets. When all the cards are played, the player with most quartets wins the game.</p>

<b>Theme:</b>	Money and transaction
<b>School:</b>	Hervormd Lyceum West
<b>Age group:</b>	14-16
	Students must have knowledge of the economic concepts concerning exam unit Consumption

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<b>Identification of Financial Literacy Education knowledge needed for this activity</b>	
<b>Link to the national curriculum in...</b>	NL – <a href="https://www.examenblad.nl/examenstof/syllabus-2015-economie-vmbo/2015/f=/economie_def_versie_vmbo_2015.pdf">https://www.examenblad.nl/examenstof/syllabus-2015-economie-vmbo/2015/f=/economie_def_versie_vmbo_2015.pdf</a>
<b>Duration:</b>	60 min.
<b>Participants:</b>	4 students per game
<b>Class setting (tables and chairs):</b>	Students are seated in groups of 4. Cards must be printed and cut to size, preferably in colour.
<b>Relevant background information (documents, vids, social media...etc.):</b>	Pdf-file with the cards Document with gamerules
<b>Teaching strategy:</b>	<ol style="list-style-type: none"> <li>1. Explain the gamerules</li> <li>2. Play the game</li> </ol>



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**1. Conditions:**

Students are acquainted with the concepts of exam unit Consumption.

The game can be played by 3 to 5 persons, preferably 4. The cards must be printed from the pdf and cut to the right cardsize. It would be better still to laminate the cards, for repeated use. One set of cards per group.

**2. Content/theme:**

Economic concepts regarding Money and Transactions

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### 3. Organisation of the lesson

<b>Duration</b>	<b>Goal</b>	<b>Teacher's activity</b>	<b>Students' activity</b>	<b>Educational situation: content, working methods, media</b>	<b>Objectives / Competence-development Assessment</b>
10 min.	<b>Grasp the rules and purpose of the game</b>	Explain rules	listening	Show the rulesdocument , classical explanation	Listen carefully and absorb information
5 min.	<b>Get ready to play</b>	Make groups of 4 students	Form groups	Deal out the cards to the groups	
45 min.	<b>Play the game</b>	Enjoy the game, monitoring students	Play quartet		Learn and practise economic concepts in a competitive and fun way

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**4. This material belongs to ...**

- Subtopic 1.1: 'Money and payments'
- Subtopic 1.2 'Revenues'
- Subtopic 1.3 'Prices and purchases of goods'
- Subtopic 1.4 'Documents and contracts'
- Subtopic 2.1: 'The budget'
- Subtopic 2.2: 'Saving and investing'
- Subtopic 2.3 'Loans'
- Subtopic 2.4 'Debt management'
- Subtopic 3.1 'Lifelong learning'
- Subtopic 3.2 'Financial actors and consumers'

Explanation:

**1.**

**5. (optional) Variations, special characteristics:**



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## **2. Annexes:**

Gamerules:

<https://drive.google.com/file/d/1w7Bx4unwq30RCQXgZTFMZwichHq296tz/view?usp=sharing>

Pdf Dutch:

[https://drive.google.com/file/d/1OOFg0fWCj895HrZliG9H3rcurrG7w\\_Cw/view?usp=sharing](https://drive.google.com/file/d/1OOFg0fWCj895HrZliG9H3rcurrG7w_Cw/view?usp=sharing)

Pdf English:

[https://drive.google.com/file/d/1y53TAooErIAAOr\\_ahVKrG0GIE30xLFGT/view?usp=sharing](https://drive.google.com/file/d/1y53TAooErIAAOr_ahVKrG0GIE30xLFGT/view?usp=sharing)