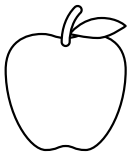
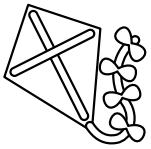
The barter trail

Leo has apples. He wants a kite. Find the trades that get him there, then see how money makes it easy.

Name: _____ Date: _____



Leo has apples.
Leo wants a kite.



Barter means trading things, with no money. Leo can only trade with someone who wants what he has.

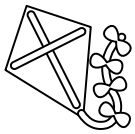
Farmer



Has: **carrots**

Wants:  **eggs**

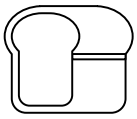
Toy maker



Has: **a kite**

Wants:  **honey**

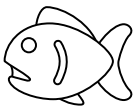
Baker



Has: **bread**

Wants:  **apples**

Fisher



Has: **fish**

Wants:  **cheese**

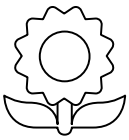
Beekeeper



Has: **honey**

Wants:  **bread**

Gardener



Has: **flowers**

Wants:  **milk**

1. Who wants apples? Write 1 in that trader's circle. Leo trades his apples.
2. What did Leo get? Find who wants that. Write 2 in their circle.
3. Keep going until Leo gets the kite. Then color every trader Leo traded with.

With barter, Leo needs _____ trades.

With money, Leo pays the toy maker. _____ step.



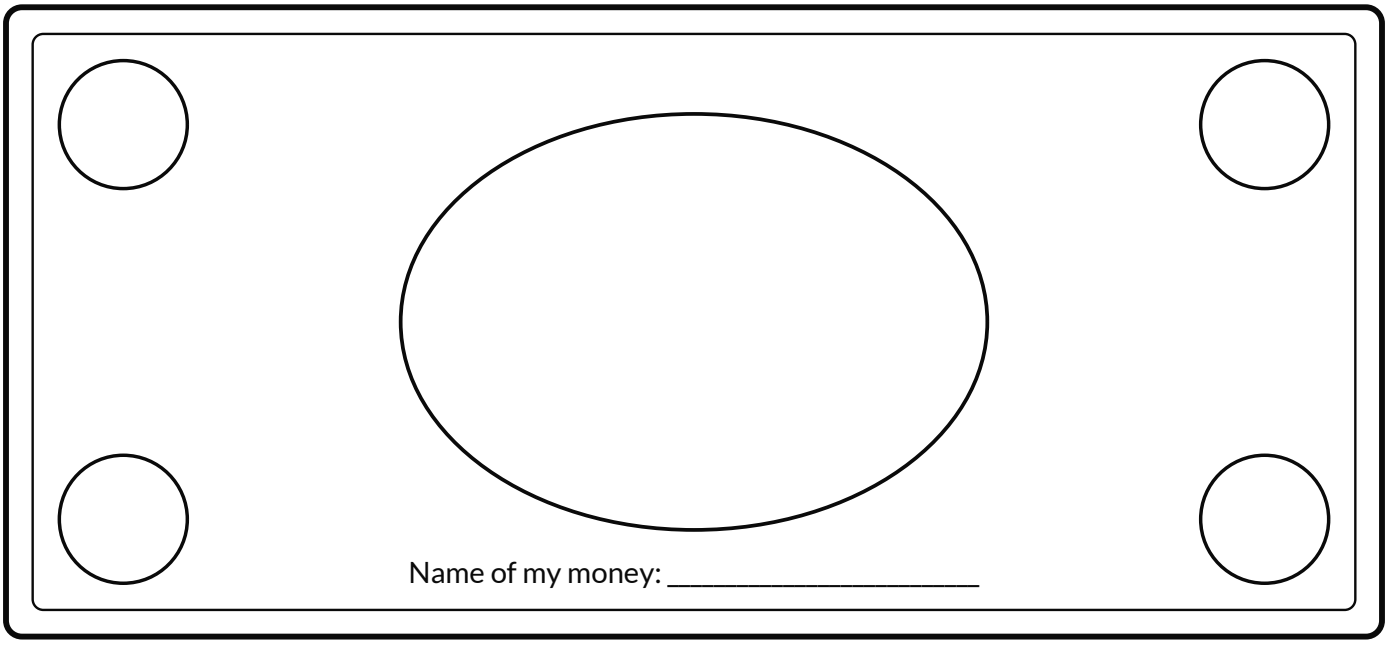
The barter trail

Leo has apples. He wants a kite. Find the trades that get him there, then see how money makes it easy.

Design your own money

Money only works if most people agree to take it. Make a bill for your own town.

- [ ] Write how much it is worth in all 4 corners.
- [ ] Draw a person, an animal, or a place in the middle.
- [ ] Give your money a name.
- [ ] Add a secret mark, so nobody can copy it.



The toy maker does not want apples. Why would the toy maker take your money?

The barter trail

Leo has apples. He wants a kite. Find the trades that get him there, then see how money makes it easy.

For grown-ups

What this sheet practices

SS2E3: people usually use money to get the goods and services they want, and money makes trade easier than barter. Barter only works when each side has what the other wants. Economists call that a double coincidence of wants. Money skips the problem, because the seller will take it even when the seller does not want what the buyer has.

How to use it in 5 to 10 minutes

Page 1 (5 minutes): read each trader's box out loud, "has" and then "wants." Let your child follow the trail with a finger before writing numbers. Page 2 (5 minutes or more): your child designs a bill. Ask what would make people in town agree to take it.

Answer key and what to look for

The trail: 1 is the Baker (apples for bread). 2 is the Beekeeper (bread for honey). 3 is the Toy maker (honey for the kite). With barter, Leo needs 3 trades. With money, it is 1 step.

The Farmer (wants eggs), the Fisher (wants cheese), and the Gardener (wants milk) are dead ends: nobody on the trail has what they want. That is the trouble with barter.

Page 2: look for a value in each corner and a secret mark. A good answer to the question: the toy maker can use the money to buy what the toy maker does want, like honey.

One question to talk about

"What if the toy maker wanted something nobody had?" (Then Leo could never get the kite by barter. With money, he still could.)