



JET SET 2022

DEAL ME IN! ECON CARD GAMES FOR RETRIEVAL PRACTICE





The Plan

1. Retrieval Practice
2. Metacognition
3. Low-Tech Classroom Games
4. Market Mayhem
5. Micro/Macro Retrieval Rally



make it stick



The Science of Successful Learning

Peter C. Brown
Henry L. Roediger III
Mark A. McDaniel

POWERFUL TEACHING



**UNLEASH
THE SCIENCE OF
LEARNING**

POOJA K. AGARWAL, Ph.D., * PATRICE M. BAIN, Ed.S.**

JOSSEY-BASS
A Wiley Brand



Retrieval Practice in the Classroom

Exercises that ask students to access information they have learned

Warm-ups, exit tickets, low-stakes quizzes, brain dumps

Supports long-term learning and **metacognition**

Reveals gaps in student knowledge



Metacognition in the Classroom

Exercises and practices that support students in thinking about their own learning

Self-assessments, reflections, feedback

Reduces fluency illusions



Low-Tech Classroom Games

One method of incorporating the science of learning into your curriculum.

Benefits

High student engagement

Social skill development

Challenges

Aligning games to learning goals

Material preparation



SOURCE: Actionteaching.org



Today's Games Include...

Simple 45-minute lesson plan with procedure steps and debriefing questions

Pre- and post-game exercise encouraging **metacognition**

Game instructions for students

Reproducible game cards focused on **retrieval**



Market Mayhem

Students do a **brain dump** on product markets.

Playing in two teams of two, students analyze product market models and scenarios to find the error (or lack thereof).

Students reflect on their understanding of product markets.



Product Market Recall and Reflection

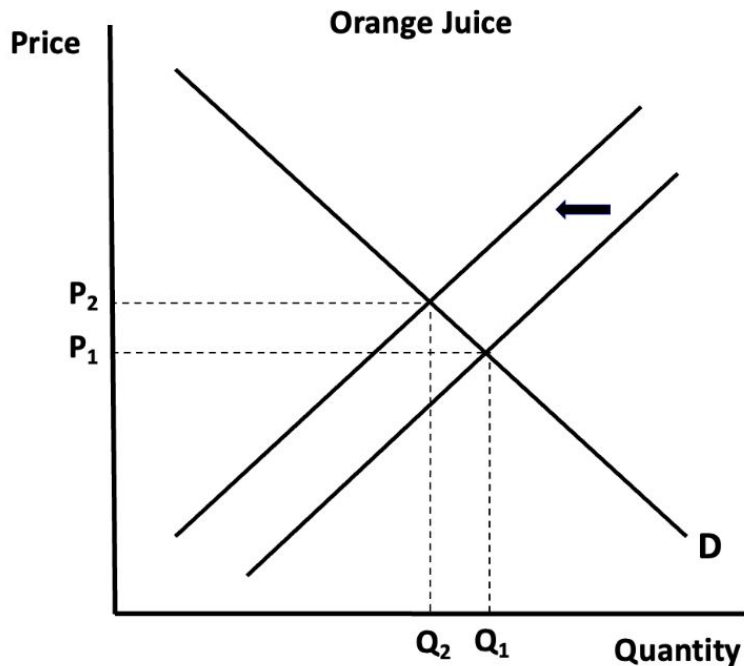
RECALL: Think back to what you have learned about product markets. Fill in the table below with everything you can recall about demand, supply, and well-constructed product market models.

DEMAND	SUPPLY	PRODUCT MARKET MODELS



Can You Spot the Problem?

A colder than normal winter damages orange groves in Florida and California.





A colder than normal winter damages orange groves in Florida and California.

PROBLEM: The supply curves are not labeled.



Try With A Colleague!





24 Game Cards

20 cards include a problem

Missing or transposed labels or
shift arrows

Incorrect shifts

Misplaced price controls

4 cards are problem-free



REFLECTION: How did playing Market Mayhem refine your thinking about product markets? What economic concepts and practices were featured in the game that did not appear in your *RECALL* table above? Record the details you would now add to your understanding of demand, supply, and well-constructed product market models below.

DEMAND	SUPPLY	PRODUCT MARKET MODELS



Retrieval Rally: Micro & Macro Editions

Students **rate their confidence** on 24 concepts.

Playing in groups of 2–4, students answer randomly selected questions tied to the 24 concepts.

Students re-rate their confidence and identify concepts to revisit.



Macro Retrieval Rally Self-Assessment

STEP 1: Rate your pre-game confidence on each concept by marking the appropriate star level.

STEP 2: Play the game. When each concept card is played, jot down information you want to remember or research in the *NOTES TO SELF* column.

STEP 3: Rate your post-game confidence on each concept. In the *REVISIT* column, put a check mark next to any concept that you should revisit to achieve mastery.

REVISIT	CONCEPT	PRE-GAME CONFIDENCE	NOTES TO SELF	POST-GAME CONFIDENCE
	Economics 101	☆☆☆☆☆		☆☆☆☆☆
	Aggregate Demand	☆☆☆☆☆		☆☆☆☆☆
	Aggregate Supply	☆☆☆☆☆		☆☆☆☆☆
	Circular Flow	☆☆☆☆☆		☆☆☆☆☆
	Consumer Price Index (CPI)	☆☆☆☆☆		☆☆☆☆☆
	Economic Growth	☆☆☆☆☆		☆☆☆☆☆
	Economic Systems	☆☆☆☆☆		☆☆☆☆☆
	Federal Budget	☆☆☆☆☆		☆☆☆☆☆
	Federal Reserve System	☆☆☆☆☆		☆☆☆☆☆
	The Financial Sector	☆☆☆☆☆		☆☆☆☆☆
	Fiscal Policy	☆☆☆☆☆		☆☆☆☆☆

REVISIT	CONCEPT	PRE-GAME CONFIDENCE	NOTES TO SELF	POST-GAME CONFIDENCE
	Foreign Exchange	☆☆☆☆☆		☆☆☆☆☆
	Gross Domestic Product (GDP)	☆☆☆☆☆		☆☆☆☆☆
	Inflation	☆☆☆☆☆		☆☆☆☆☆
	Interest Rates	☆☆☆☆☆		☆☆☆☆☆
	International Trade	☆☆☆☆☆		☆☆☆☆☆
	Macroeconomic Thinkers	☆☆☆☆☆		☆☆☆☆☆
	Monetary Policy	☆☆☆☆☆		☆☆☆☆☆
	Money	☆☆☆☆☆		☆☆☆☆☆
	National Debt	☆☆☆☆☆		☆☆☆☆☆
	Production Possibilities Curve (PPC)	☆☆☆☆☆		☆☆☆☆☆
	Recession	☆☆☆☆☆		☆☆☆☆☆
	Types of Unemployment	☆☆☆☆☆		☆☆☆☆☆
	Unemployment	☆☆☆☆☆		☆☆☆☆☆



6 Prompts On Each Card

Fiscal Policy





A Die Roll Selects the Prompt

Fiscal Policy

1. Fiscal policy in the U.S. is controlled by Congress and _____. **the President**
2. Identify one form of expansionary fiscal policy. **tax cut, increase in gov't spending, or increase in gov't transfer payments**
3. **UNEXPECTED UTILITY!**
4. Identify one form of contractionary fiscal policy. **tax increase, decrease in gov't spending, or decrease in gov't transfer payments**
5. What type of fiscal policy would be most appropriate to reduce the unemployment rate? **expansionary fiscal policy**
6. What type of fiscal policy would be most appropriate to reduce inflation? **contractionary fiscal policy**



Try With A Colleague!





Micro Retrieval Rally Self-Assessment

STEP 1: Rate your pre-game confidence on each concept by marking the appropriate star level.

STEP 2: Play the game. When each concept card is played, jot down information you want to remember or research in the *NOTES TO SELF* column.

STEP 3: Rate your post-game confidence on each concept. In the *REVISIT* column, put a check mark next to any concept that you should revisit to achieve mastery.

REVISIT	CONCEPT	PRE-GAME CONFIDENCE	NOTES TO SELF	POST-GAME CONFIDENCE
	Economics 101	☆☆☆☆☆		☆☆☆☆☆
	Consumer Choice	☆☆☆☆☆		☆☆☆☆☆
	Costs of Production	☆☆☆☆☆		☆☆☆☆☆
	Demand	☆☆☆☆☆		☆☆☆☆☆
	Economic Research	☆☆☆☆☆		☆☆☆☆☆
	Economic Systems	☆☆☆☆☆		☆☆☆☆☆
	Economic Welfare	☆☆☆☆☆		☆☆☆☆☆
	Excise Taxes	☆☆☆☆☆		☆☆☆☆☆
	Externalities	☆☆☆☆☆		☆☆☆☆☆
	Income Distribution	☆☆☆☆☆		☆☆☆☆☆
	Labor Market	☆☆☆☆☆		☆☆☆☆☆

REVISIT	CONCEPT	PRE-GAME CONFIDENCE	NOTES TO SELF	POST-GAME CONFIDENCE
	Market Equilibrium	☆☆☆☆☆		☆☆☆☆☆
	Monopolistic Competition	☆☆☆☆☆		☆☆☆☆☆
	Monopoly	☆☆☆☆☆		☆☆☆☆☆
	Oligopoly	☆☆☆☆☆		☆☆☆☆☆
	Perfect Competition	☆☆☆☆☆		☆☆☆☆☆
	Price Ceiling	☆☆☆☆☆		☆☆☆☆☆
	Price Discrimination	☆☆☆☆☆		☆☆☆☆☆
	Price Elasticity of Demand	☆☆☆☆☆		☆☆☆☆☆
	Price Floor	☆☆☆☆☆		☆☆☆☆☆
	Production Possibilities Curve (PPC)	☆☆☆☆☆		☆☆☆☆☆
	Shortage	☆☆☆☆☆		☆☆☆☆☆
	Supply	☆☆☆☆☆		☆☆☆☆☆
	Surplus	☆☆☆☆☆		☆☆☆☆☆



Game Cards

24 Micro Cards

24 Macro Cards

3 cards included in both games
(Economics 101, Economic
Systems, and Production
Possibilities Curve)



Pro Tips

Print game materials on colored cardstock.

Use games more than once per semester to take advantage of **spaced practice**.

Combine micro and macro cards to take advantage of **interleaving**.



Questions, Feedback, Suggestions?





Resource Folder



<https://bit.ly/JET22Games>



THANKS!