

## **EXPLORERS – INTERPLANETARY TRADERS**

The activities are designed for 60-minute lessons. You may need to adapt the materials for use in longer or shorter lessons.

### **INTRODUCTION**

In this activity, pupils are invited to trade goods between five planets in a region of space called the Outer Rim. They will be faced with a number of unfamiliar currencies but can maximise their chances of making a profit using the stock market information that is provided.

Pupils will use direct proportion to compare the different currency systems associated with each planet and convert the prices for each good into a common currency. They will also need to manage their budgets, turning their initial allocation of money into a much larger sum.

This activity is mainly paper-based – the use of ICT is optional.

### **OBJECTIVES**

Pupils will:

- use mathematical problem solving skills in collaboration with each other
- use direct proportion to convert different currencies
- use simple conversion graphs.

### **RESOURCES**

- Teacher laptop or desktop computer (to introduce activity)
- Data projector (to introduce activity)
- Printed copies of the accompanying materials
  - Planet Profile Sheets
  - Captain's Log Sheet
  - Mission Results Sheet
  - Paper Money
  - Goods Tokens
- Calculators (optional)

### **DELIVERING THE CASE STUDY**

- The starter activity can be used to help refresh pupils understanding of currency systems and how to convert currencies.
- The main activity takes the form of a trading game which can be used to teach currency systems, direct proportion and how to use conversion graphs.
- Pupils will be divided into small groups each of which will represent either one of the five different planets or a trading crew.
- Crews will move between the planets using the stock market information provided to unravel each planet's currency system and make a profit.
- Note that detailed guidance on how to set up and manage this activity is provided in the downloadable teacher notes.
- Teachers may wish to develop the lesson using the results gained from the activity as the basis for follow-up display work, e.g. goods bought and sold, profits made, etc.

### **HOMEWORK SUGGESTIONS**

Ask pupils to complete their Captain's Log reflecting on their transactions and evaluating their performance during the activity.

Additionally, pupils could be invited to complete the accompanying homework task sheet. This gives further practice in converting between currencies and in using conversion graphs.