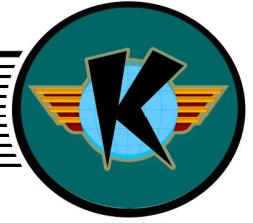




TEACHER NOTES FOR ROUND ONE

TRADE



REFERENCE PAGES for Trade COW activity.
Student Case File answers and COW input will vary.

NATION	HAS (TO EXPORT)	NEEDS (TO IMPORT)
CUBA	MEDICAL TECHNOLOGY	CONSUMER GOODS
VENEZUELA	CONSUMER GOODS	MEDICAL TECHNOLOGY
ETHIOPIA	COFFEE	OIL
SAUDI ARABIA	OIL	MONEY TO INVEST
JAPAN	MONEY TO INVEST	OIL

NOTES

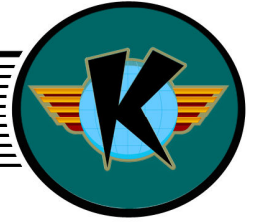
After teams have entered Trade Round One results into the COW activity, successful nations can invest in their economies. Investment results will come at the end of the game (showing that such investments often take time to yield results). An investment in infrastructure yields positive results, while an investment in a palace yields no results.

- Cuba and Venezuela should trade Medical Technology for Consumer Goods,
- Saudi Arabia and Japan should trade Oil for Money
- Ethiopia should not be able to make a successful trade: the fact that supply and demand may sometimes prevent successful trade is part of the lesson, and not something that Team Ethiopia is doing wrong



TEACHER NOTES FOR ROUND TWO

TRADE



REFERENCE PAGES for Trade COW activity.
Student Case File answers and COW input will vary.

Before Trade Round Two, each nation's economy will be affected by factors beyond the students' control, such as drought.

NATION	HAS (TO EXPORT)	NEEDS (TO IMPORT)
CUBA	COFFEE	COMPUTERS
VENEZUELA	SUGAR	MONEY TO INVEST
ETHIOPIA	COFFEE	MONEY TO INVEST
SAUDI ARABIA	MONEY TO INVEST	COMPUTERS
JAPAN	COMPUTERS	SUGAR

NOTES

Round Two is designed to promote a three-nation trade, as follows:

- Between Saudi Arabia, Venezuela, and Japan: Saudi Arabia gets Japanese computers; Japan gets Venezuelan sugar; Venezuela gets Saudi Arabian money.
- Cuba and Ethiopia will not be able to trade successfully this round (again, through no fault of the students).