

## Project Summary

**Project Title:** How do we decide what to buy and sell, and what does it teach us about the world of money?

**Grade Level:** Elementary School

## Project Overview

This project engages students in an interactive marketplace simulation where they explore fundamental economic principles, such as supply and demand, needs vs. wants, and price setting. Aligned with educational standards, the project ensures that students develop real-world skills in decision-making, collaboration, and financial literacy. A structured rubric is provided to assess student understanding and performance.

## Project Sections

- **General Guidelines** – Introduces students to the project structure and expectations.
- **Brainstorming** – Guides students through generating ideas for products and pricing strategies.
- **Project Planning and Designing** – Helps students create goal sheets, plan tasks, and develop a timeline.
- **Project Execution** – Instructs students on marketplace setup, teamwork, and product sales.
- **Presentation** – Provides students with structured guidance on sharing their findings through slide decks, live presentations, or video.

## Why Use This Project?

This project fosters critical thinking, teamwork, and financial literacy by allowing students to experience real-world economic decision-making. By actively participating in a simulated marketplace, students build problem-solving skills and learn how trade and money influence daily life. The structured approach ensures engagement while meeting curriculum standards, making it an ideal addition to any elementary classroom focused on practical learning experiences.