Print and carefully cut out sets of cards from Page 2.
Read the game instructions and have fun!

GAME INSTRUCTIONS

Before people invented money, they used to exchange goods they had for goods they wanted. This oldest form of exchange is called barter. In this game, players will find out how quickly they can get what they want without the use of money.

AGE LEVEL: 7-10 years old

PLAYERS: 4 - 8 players

MATERIALS: print and cut out the set of cards from Page 2.

SET UP THE GAME:
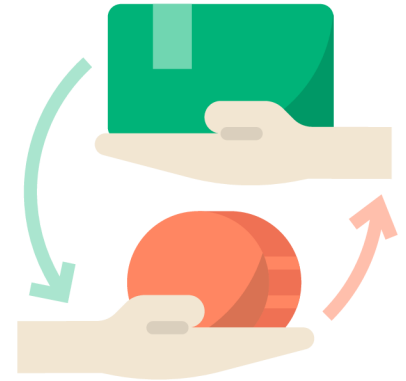Arrange two decks of cards: the "HAVE" deck and the "WANT" deck.

If 4 players are playing - leave in the deck cards with numbers 1-4.
If 5 players are playing - leave in the deck cards with numbers 1-5.
If 6 players are playing - leave in the deck cards with numbers 1-6.
If 7 players are playing - leave in the deck cards with numbers 1-7.
If 8 players are playing - take all cards in the deck.

Have each player take two cards: one card from the "HAVE" pile that identifies a good the player has, and one card from the "WANT" pile that indicates the good the player wants.

HOW TO PLAY:

The youngest player will have the first turn. He will trade his "HAVE" card for the second player's "Have" card. On the next turn, the second player will trade his "HAVE" card for the third player's "Have" card. Then, the third player will trade his "HAVE" card for the fourth player's "Have" card. And so on.

WINNING THE GAME

Players exchange cards until everyone has a "HAVE" and "WANT" card matched.

Note: The number on the final "HAVE" card should be the same as the symbol on the original "want" card.

"HAVE" CARDS ✂ "WANT" CARDS

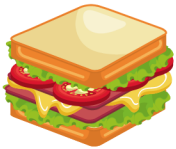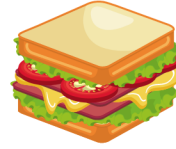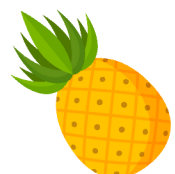| You HAVE a banana 1	You HAVE an apple 2	You WANT a banana 1	You WANT an apple 2
You HAVE a sandwich 3	You HAVE some milk 4	You WANT a sandwich 3	You WANT some milk 4
You HAVE a strawberry 5	You HAVE a watermelon 6	You WANT a strawberry 5	You WANT a watermelon 6
You HAVE an orange 7	You HAVE a pineapple 8	You WANT an orange 7	You WANT a pineapple 8

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