





## Country Cards

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Global Trade Game Card</p>	<div data-bbox="181 306 482 352"> <h2>Saudi Arabia</h2> </div> <div data-bbox="602 304 776 426">  </div> <div data-bbox="181 375 433 411"> <p><b>Principle Exports</b></p> </div> <div data-bbox="181 413 626 560"> <ul style="list-style-type: none"> <li>• 50 units of <b>oil</b> production cost: \$40 per unit</li> <li>• 50 units of <b>tomatoes</b> production cost: \$40 per unit</li> </ul> </div> <div data-bbox="181 577 433 613"> <p><b>Principle Imports</b></p> </div> <div data-bbox="181 615 462 651"> <p>footwear, soybeans</p> </div> <div data-bbox="181 669 568 705"> <p><b>Potential Points per Round</b></p> </div> <div data-bbox="181 707 737 1039"> <ul style="list-style-type: none"> <li>• End the round with an <b>equal balance of trade</b> or a <b>trade surplus</b>: 10 points</li> <li>• End the round with a <b>trade deficit</b>: -5 points</li> <li>• Import 10 units of <b>footwear</b>: 5 points</li> <li>• Import 20 units of <b>soybeans</b>: 5 points</li> <li>• Import additional goods (that you do not export): 1 point per 10 units or more of each additional good</li> </ul> </div>	<div data-bbox="881 306 1040 352"> <h2>France</h2> </div> <div data-bbox="1300 304 1479 426">  </div> <div data-bbox="881 375 1131 411"> <p><b>Principle Exports</b></p> </div> <div data-bbox="881 413 1326 560"> <ul style="list-style-type: none"> <li>• 50 units of <b>steel</b> production cost: \$50 per unit</li> <li>• 50 units of <b>grapes</b> production cost: \$30 per unit</li> </ul> </div> <div data-bbox="881 577 1131 613"> <p><b>Principle Imports</b></p> </div> <div data-bbox="881 615 1156 651"> <p>soybeans, bananas</p> </div> <div data-bbox="881 669 1268 705"> <p><b>Potential Points per Round</b></p> </div> <div data-bbox="881 707 1443 1039"> <ul style="list-style-type: none"> <li>• End the round with an <b>equal balance of trade</b> or a <b>trade surplus</b>: 10 points</li> <li>• End the round with a <b>trade deficit</b>: -5 points</li> <li>• Import 10 units of <b>soybeans</b>: 5 points</li> <li>• Import 20 units of <b>bananas</b>: 5 points</li> <li>• Import additional goods (that you do not export): 1 point per 10 units or more of each additional good</li> </ul> </div>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Global Trade Game Card</p>	<div data-bbox="193 1138 488 1184"> <h2>South Africa</h2> </div> <div data-bbox="602 1136 776 1257">  </div> <div data-bbox="193 1205 443 1241"> <p><b>Principle Exports</b></p> </div> <div data-bbox="193 1243 636 1390"> <ul style="list-style-type: none"> <li>• 50 units of <b>steel</b> production cost: \$50 per unit</li> <li>• 50 units of <b>soybeans</b> production cost: \$30 per unit</li> </ul> </div> <div data-bbox="193 1409 443 1444"> <p><b>Principle Imports</b></p> </div> <div data-bbox="193 1446 519 1482"> <p>MP3 players, tomatoes</p> </div> <div data-bbox="193 1501 579 1537"> <p><b>Potential Points per Round</b></p> </div> <div data-bbox="193 1539 751 1908"> <ul style="list-style-type: none"> <li>• End the round with an <b>equal balance of trade</b> or a <b>trade surplus</b>: 10 points</li> <li>• End the round with a <b>trade deficit</b>: -5 points</li> <li>• Import 10 units of <b>MP3 players</b>: 5 points</li> <li>• Import 20 units of <b>tomatoes</b>: 5 points</li> <li>• Import additional goods (that you do not export): 1 point per 10 units or more of each additional good</li> </ul> </div>	<div data-bbox="891 1138 1011 1184"> <h2>India</h2> </div> <div data-bbox="1300 1136 1479 1257">  </div> <div data-bbox="891 1205 1143 1241"> <p><b>Principle Exports</b></p> </div> <div data-bbox="891 1243 1338 1390"> <ul style="list-style-type: none"> <li>• 50 units of <b>cell phones</b> production cost: \$50 per unit</li> <li>• 50 units of <b>MP3 players</b> production cost: \$50 per unit</li> </ul> </div> <div data-bbox="891 1409 1143 1444"> <p><b>Principle Imports</b></p> </div> <div data-bbox="891 1446 1016 1482"> <p>oil, steel</p> </div> <div data-bbox="891 1501 1279 1537"> <p><b>Potential Points per Round</b></p> </div> <div data-bbox="891 1539 1451 1871"> <ul style="list-style-type: none"> <li>• End the round with an <b>equal balance of trade</b> or a <b>trade surplus</b>: 10 points</li> <li>• End the round with a <b>trade deficit</b>: -5 points</li> <li>• Import 10 units of <b>oil</b>: 5 points</li> <li>• Import 10 units of <b>steel</b>: 5 points</li> <li>• Import additional goods (that you do not export): 1 point per 10 units or more of each additional good</li> </ul> </div>

Global Trade Game Card

**China****Principle Exports**

- 50 units of **cell phones**  
production cost: \$50 per unit
- 50 units of **stereos**  
production cost: \$40 per unit

**Principle Imports**

grapes, oil

**Potential Points per Round**

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 20 units of **grapes**: -5 points
- Import 10 units of **oil**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

**Brazil****Principle Exports**

- 50 units of **footwear**  
production cost: \$30 per unit
- 50 units of **soybeans**  
production cost: \$30 per unit

**Principle Imports**

cell phones, corn

**Potential Points per Round**

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **cell phones**: 5 points
- Import 20 units of **corn**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

**Venezuela****Principle Exports**

- 50 units of **oil**  
production cost: \$40 per unit
- 50 units of **corn**  
production cost: \$30 per unit

**Principle Imports**

cell phones, steel

**Potential Points per Round**

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **cell phones**: 5 points
- Import 10 units of **steel**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

**Ghana****Principle Exports**

- 50 units of **bananas**  
production cost: \$40 per unit
- 50 units of **corn**  
production cost: \$30 per unit

**Principle Imports**

stereos, tomatoes

**Potential Points per Round**

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **stereos**: 5 points
- Import 10 units of **tomatoes**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

## Trading Ledgers for Importers

Keep track of your country's imports for each round. At the end of the round, tally the cost of your total imports. Then work with your exporters to calculate your balance of trade. Finally, on the right side of the page, calculate how many points your country earned.

### Round 1 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		x		=	
		x		=	
		x		=	
		x		=	
		x		=	
<b>Cost of Total Imports</b>					
<b>Balance of Trade (exports minus imports)</b>					

### Round 2 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		x		=	
		x		=	
		x		=	
		x		=	
		x		=	
<b>Cost of Total Imports</b>					
<b>Balance of Trade (exports minus imports)</b>					

### Round 3 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		x		=	
		x		=	
		x		=	
		x		=	
		x		=	
<b>Cost of Total Imports</b>					
<b>Balance of Trade (exports minus imports)</b>					

### Round 4 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		x		=	
		x		=	
		x		=	
		x		=	
		x		=	
<b>Cost of Total Imports</b>					
<b>Balance of Trade (exports minus imports)</b>					

### Points Earned

#### Round 1

- 5 points for trade deficit: \_\_\_\_\_
- 5 points for acquiring first principle import: \_\_\_\_\_
- 5 points for acquiring second principle import: \_\_\_\_\_
- 1 point for each additional 10 units imported: \_\_\_\_\_
- Total points for Round 1: \_\_\_\_\_

#### Round 2

- 5 points for trade deficit: \_\_\_\_\_
- 5 points for acquiring first principle import: \_\_\_\_\_
- 5 points for acquiring second principle import: \_\_\_\_\_
- 1 point for each additional 10 units imported: \_\_\_\_\_
- Total points for Round 2: \_\_\_\_\_
- Total points for the game:** \_\_\_\_\_

#### Round 3

- 5 points for trade deficit: \_\_\_\_\_
- 5 points for acquiring first principle import: \_\_\_\_\_
- 5 points for acquiring second principle import: \_\_\_\_\_
- 1 point for each additional 10 units imported: \_\_\_\_\_
- Total points for Round 3: \_\_\_\_\_
- Total points for the game:** \_\_\_\_\_

#### Round 4

- 5 points for trade deficit: \_\_\_\_\_
- 5 points for acquiring first principle import: \_\_\_\_\_
- 5 points for acquiring second principle import: \_\_\_\_\_
- 1 point for each additional 10 units imported: \_\_\_\_\_
- Total points for Round 4: \_\_\_\_\_
- Total points for the game:** \_\_\_\_\_

## Trading Ledgers for Exporters

Record your country's two principle exports in the tables for each round. During trading, keep track of your country's exports. At the end of the round, tally the total amount sold of each export.

### Round 1 Ledgers

Principle Export 1: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 1</b>				

Principle Export 2: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 2</b>				

### Round 2 Ledgers

Principle Export 1: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 1</b>				

Principle Export 2: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 2</b>				

### Round 3 Ledgers

Principle Export 1: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 1</b>				

Principle Export 2: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 2</b>				

### Round 4 Ledgers

Principle Export 1: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 1</b>				

Principle Export 2: 50 units of _____				
Units Sold	Times	Price per Unit	Equals	Revenue
	×		=	
	×		=	
	×		=	
	×		=	
<b>Total Revenue for Export 2</b>				