









Philanthropy EconAround Bingo - Introductory Version

Follow the same Philanthropy EconAround Bingo game directions and suggestions found in Attachment Two for this Introductory Version.

 <p>I have incentives. Who has "what people use to buy goods or services?"</p>	 <p>I have wants. Who has "something good that happens to someone?"</p>
 <p>I have volunteer. Who has "a spending plan that helps people keep track of their money?"</p>	 <p>I have save. Who has "people who buy or use goods or services?"</p>
 <p>I have natural resources. Who has "actions of work that a person does for someone else to satisfy their wants?"</p>	 <p>I have donate. Who has "giving time, talent or treasure for the common good?"</p>
 <p>I have needs. Who has "objects that people can have to satisfy their wants?"</p>	 <p>I have choice. Who has the "targets that help us achieve something in the future?"</p>



 <p>I have trade.</p> <p>Who has "money or other help given to aid people in need?"</p>	 <p>I have scarcity.</p> <p>Who has "working together for the benefit of everyone?"</p>
 <p>I have income.</p> <p>Who has "save money in a way that increases its future value? "</p>	 <p>I have interest.</p> <p>Who has "a person who gives or donates their time without pay? "</p>
 <p>I have charity.</p> <p>Who has "positive or negative forces that motivate or influence people?"</p>	 <p>I have invest.</p> <p>Who has "to exchange goods and services with people for other services?"</p>
 <p>I have goals.</p> <p>Who has "when a choice is made, the next best thing that's given up?"</p>	 <p>I have price.</p> <p>Who has "desires for goods and services we would like to have?"</p>
 <p>I have philanthropy.</p> <p>Who has "keep or put aside money for future needs?"</p>	 <p>I have spend.</p> <p>Who has "things we must have or need to survive, such as food, water and shelter?"</p>





I have cost.

Who has "people who make or sell goods or provide services?"



I have opportunity cost.

Who has "when we cannot have everything we want because all resources are limited?"



I have benefits.

Who has "the money earned on the money saved?"



I have common good.

Who has "giving time, talent or treasure with no expectation for something in return?"



I have money.

Who has "use money for something you want or need?"



I have budget.

"Who has money that you take in?"



I have goods.

Who has "things from nature that are used to produce goods or services?"



I have services.

Who has "when someone must make a decision between two or more things?"



I have consumers.

Who has "the price of a good or service?"



I have producers.

Who has "the amount a buyer pays and the seller receives for goods and services?"



Introductory Version Game Sequence

The following is the sequence of the 28 terms and concepts built into Philanthropy EconAround Bingo - Introductory Version. The logic of this sequence is designed so that both philanthropy and economic terms and concepts build on each other in a spiraling level of complexity, beginning with Benefits and ending with Wants. Of course, the game can be started at any point in the sequence and continue around to where it first began. Keep this handy as a reference document while the game is being played so the next expected response from the students can be anticipated by the teacher.

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|-----------------------|-----------------------|
| 1. Benefits | 15. Services |
| 2. Interest | 16. Choice |
| 3. Volunteer | 17. Goals |
| 4. Budget | 18. Opportunity Costs |
| 5. Income | 19. Scarcity |
| 6. Invest | 20. Common Good |
| 7. Trade | 21. Donate |
| 8. Charity | 22. Philanthropy |
| 9. Incentives | 23. Save |
| 10. Money | 24. Consumers |
| 11. Spend | 25. Cost |
| 12. Needs | 26. Producers |
| 13. Goods | 27. Price |
| 14. Natural Resources | 28. Wants |

Philanthropy EconAround Bingo-Introductory Version

Vocabulary List

Benefits – Something good that happens to someone.

Budget – A spending plan that helps people keep track of their money.

Charity – Money or other help given to aid people in need.

Choice – When someone must make a decision between two or more things.

Common Good – Working together for the benefit of everyone.

Consumers – People who buy or use goods or services.

Cost – The price of a good or service.

Donate – Giving time, talent or treasure with no expectation of something in return.



Goals – Targets that help us achieve something in the future.

Goods – Objects that people can have to satisfy their wants.

Incentives – Positive or negative factors that motivate or influence people.

Income – Money that you take in.

Interest – The money earned on money saved.

Invest – Save money in a way that increases its value for future donating or spending.

Money – What people use to buy goods or services.

Natural Resources – Things from nature that are used to produce goods or services.

Needs – Things we must have or “need” to survive, such as food, water and shelter.

Opportunity Cost – When a choice is made, the next best thing given up.

Philanthropy – Giving of time, talent or treasure for the common good.

Price – The amount a buyer pays and the seller receives for goods and services.

Producer – People who make or sell goods or provide services.

Save – Keep or put aside money for future wants or needs.

Scarcity – When we cannot have everything we want because all resources are limited.

Services – Actions or work that a person does for someone else to satisfy their wants.

Spend – Use money for something you want or need.

Trade – To exchange goods and services with people for other goods and services.

Volunteer – A person who gives or donates their time without pay.

Wants – Desires for goods and services we would like to have

