



Alaska Ag Game Junior

developed by Victoria Naegele for Alaska AITC

Before you begin:

Photocopy the cards on heavy stock, copying enough so that each player has at least two cards. Photocopy the Good News/Bad News sheets on plain paper. Cut into strips, one bit of News on each slip. Fold so news is inside. Place in container for drawing. Photocopy enough Alaska Farm Fun Money so that each player has about \$200 - \$300 available.

Directions

1. Divide class into groups of about 4 to 8 students.
2. Pass out \$100 in Alaska Farm Fun Money to each student
3. Shuffle the Commodity Cards and give each student two or three cards. It's OK if they don't all have the same number.
4. Place the Good News/Bad News drawing container where everyone can reach it.
5. Determine how the winner will be determined (see below).

Suggested grade levels: 2-4 (see other version for grades 5 and up)

Play

First player (determined by roll of die or other means) draws a Good News/Bad News slip and reads it to the other players. If the slip is commodity or group specific (e.g. only affects sheep or only affects grains), the player must determine if it affects his or her cards. If it does, the player gains or loses according to the amount listed on the slip of paper. If the player has two commodity cards and they are both affected, he or she gains or loses twice the amount, unless slip indicated otherwise. If it is affects all agricultural commodities, the player gains or loses for

each commodity whatever it is. If it the slip indicates it affects All Alaska Agriculture, everyone loses or gains that amount according to the number of cards in his or her hand.

For example, if Player A draws a slip that penalizes her \$10 for each potato card because of a blight, she loses \$10 for each potato card in her hand, but loses nothing if she has no potato card. If Player B draws a slip that says he gains \$10 for each livestock card because of a mild winter, he gets \$10 for any animal card in his hand (beef cattle, dairy cows, bison, sheep, aquaculture, hogs or llamas).

When player (s) have calculated their gains or losses and settled with the bank, the next player draws and play continues.

Determining a winner

Play continues until only one player has money, or player reaches a set level of money, such as \$300. Or, play may continue a set amount of time with the winner determined by the greatest amount of cash or cash plus cards (\$20 per card). Determine the means of winning before game begins.

More information

- Some slips refer to all livestock (beef cattle, dairy cattle, hogs, bison, reindeer, sheep and llamas) and some to all crops (barley, carrots, hay, miscellaneous vegetables, potatoes). Others refer to specific cards or specific smaller groups (e.g. carrots, potatoes and misc. vegetables).

Variations

- Allow one or two trading periods per game. Players can make deals with other players to swap cards.
- Alternate version for older players in separate file.