

Economics/All About Work (Unit 4)

Content Area: **Social Studies**
Course(s): **Social Studies 2**
Time Period: **Marking Period 3**
Length:
Status: **Published**

Unit Overview

Essential Questions

What is opportunity cost?

What is the difference between needs and wants?

Content

Vocabulary: Opportunity cost, needs, shelter, wants, technology, trade, consumer

Certain things that people must have to live are needs, and the things people would like to have are wants. People cannot buy everything so they must make a choice of what they truly need and want. A decision is made and often, one thing is given up in order to acquire the other. (opportunity cost)

Someone who makes or grows goods to sell is a producer and the person who buys them is a consumer

Technology has impacted our lives in various ways.

Trade means to give something and get something back in return; countries buy and sell goods

We trade using cars, trucks, trains, airplanes, ships

Definition; new technology changes the way our needs and wants are met

Identify various communication systems.

Skills

Identify opportunity cost when given choices

Learn the difference between a need and a want and know that shelter is a need

Compare wants and needs

Identify wants and needs

Define a producer and consumer.

Identify producers and consumers.

Identify various types of technology.

Explain how technology has impacted our lives.

Explain trade.

Identify types of transportation used to trade goods.

Identify ways in which science and technology have affected communication, transportation, and recreation

Compare communication systems from the past to the present.

Explain how the development of communication systems has led to the spread of ideas.

Assessments

Teacher observations

Guided class Discussions

Worksheets

Tests and quizzes

Homework

Lessons/Learning Scenarios

Cut out pictures and have students sort them under the correct category-NEEDS and WANTS

Compare and contrast needs and wants of either adults or children (pg 194 teacher ed)

Good and services project-students have to either come up with their own invention (a good or a special type of service to provide) students (the producers) present their good or service to first grade (the consumers)

Students role play and class must identify which student is the producer and which is the consumer.

Sort pictures of producers and consumers.

Brainstorm producers and consumer (chart paper) and see if any of our family members are either

Choose their favorite piece of technology and explain what impacts it has on their life.

Discuss how people can find their route using technology, as compared how people found their way in the past

Look at items around the room or clothing, and list where it was made

Use a graphic organizer (pg 220 teacher ed) to list how technology has changed in travel, farming, communication, and medicine

Choose a method of communication they use and explain it works.

Standards

SOC.K-4.6.1.4.C.1	Apply opportunity cost to evaluate individuals' decisions, including ones made in their communities.
SOC.K-4.6.1.4.C.2	Distinguish between needs and wants and explain how scarcity and choice influence decisions made by individuals, communities, and nations.
SOC.K-4.6.1.4.C.3	Explain why incentives vary between and among producers and consumers.
SOC.K-4.6.1.4.C.a	People make decisions based on their needs, wants, and the availability of resources.
SOC.K-4.6.1.4.C.12	Evaluate the impact of ideas, inventions, and other contributions of prominent figures who lived New Jersey.
SOC.K-4.6.1.4.C.15	Describe how the development of different transportation systems impacted the economies of New Jersey and the United States.
SOC.K-4.6.1.4.C.17	Determine the role of science and technology in the transition from an agricultural society to an industrial society, and then to the information age.
SOC.K-4.6.1.4.C.18	Explain how the development of communications systems has led to increased collaboration and the spread of ideas throughout the United States and the world.

Resources
