BUILDING COLORADO

3rd or 4th grade

history • economics • teamwork • fun

Museum staff will come to your classroom to present this 90-minute game-based lesson that combines economics and Colorado history.

Students will work in teams to weigh the opportunity cost, incentives, and risks to make the same choices that historic Colorado cities faced.

- Program fulfills all outcomes for choice and opportunity cost standard
- Uses key vocabulary: incentives, risk, and opportunity cost
- Includes pre- and post-visit activities that target primary sources and changes in land ownership in the United States
- Develops map reading, decision making, and critical thinking skills
- Great as introduction or review for Colorado history or economics
- Developed with Jefferson County content specialists and teachers

Number of classes	Price
1 classroom	$120
2 classrooms	$220
Each additional	$75

Discounts are available for Title I schools. Mileage rates may apply.

The in-class program offered by GHM has been a huge asset in meeting the common core standards of my Colorado history and economic curriculum. The students were engaged in the game immediately and didn't even realize they were applying concepts they had learned during the instruction of the units! I especially appreciated the packet of information I received before the program that helped me prep the kids for vocabulary and more effective implementation of the program!

–Suzanne Scohy, 4th grade teacher, Mitchell Elementary

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GOLDEN HISTORY MUSEUMS

How does this game work?

The class is divided into 10 groups of 2-3 students each. Students play the game by taking on the identity of one of 10 frontier towns. Working both as individual cities and as a territory/state, students are presented with issues actually faced by frontier Coloradans and are challenged to make good choices in order to grow into a bustling metropolis.

To find their town, students must decode map clues including regions, landmarks, and latitude and longitude. Once founded, cities are given assets of natural resources, industry, population, money, and agriculture. Cities decide how many assets, if any, to risk on potential opportunities such as attracting the transcontinental railroad, becoming a state, building a prison or a sugar beet factory, or starting the first State Fair. Students will also need to

grapple with moral questions, such as how to interact with Native Americans, whether or not to give women the right to vote, and if they will choose to fight in the Civil War.

In a pivotal moment in the game, students experience Colorado's historic boom and bust cycle. They make the choice of whether they would like to invest in silver or gold, and just like in the late 1800s, the fate of their city may depend on if they diversify their investments or choose to be risky. If they don't invest well, then they may have to trade with other cities in order to avoid becoming a ghost town. The game wraps-up with a reflection on choices made and how these choices, if they had been real ones, could have affected Colorado today.

Register or read more at **GoldenHistory.org/BC.**