“FINDING HOME”: WHAT TYPE OF GOOD IS IT?

Grade level: 9 - 12

Relevant standards:
CEE National Standards: 16 - Role of Government and Market Failure
AP Microeconomics Standards: Unit IV - Market Failure and Role of Government

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This is a fun class activity in which students categorize goods and services into the four types: private goods, club goods, common goods, and public goods.

**OBJECTIVE**

Students use their understanding of excludability, rivalry, and the four types of goods to classify goods and services from everyday life.

**DIRECTIONS**

1. Break students up into groups of 3 or 4.

2. Cut up the Types of Goods pieces beforehand.

3. Give each student group a bag of the cutouts of the Types of Goods, along with a Types of Goods game board (printable versions included below).

4. When you say begin, students must correctly organize each good into the category in which it belongs on the game board.

5. When a student group believes they have the correct combination organized on their game board, they should call out an assigned word to get your attention as the teacher.

   a. In my classroom, I have students yell out “KEVIN!”, an homage to the film Home Alone. This symbolizes that the game pieces are lost and need to find their “home”. To enhance the effect, I like to play the theme music from Home Alone while the game is being played. Corny, absolutely, but adds to the fun, absolutely.

   i. Music Link: [https://www.youtube.com/watch?v=GbUeK1PP7-s](https://www.youtube.com/watch?v=GbUeK1PP7-s)

   b. If student groups are incorrect upon calling you over, don’t tell them where they are incorrect at the start of the game…. Let them figure it out!

6. Allow the game to continue until three groups correctly organize their game boards. Make sure to familiarize yourself with the correct combination beforehand to be able to quickly identify if student groups are correct or incorrect.

7. At the conclusion of the game, go over the correct combination with students.
<table>
<thead>
<tr>
<th>Haircut</th>
<th>Pizza</th>
<th>Asteroid defense</th>
<th>Hospital E.R.</th>
</tr>
</thead>
<tbody>
<tr>
<td>The town meadow where your sheep graze</td>
<td>Wikipedia</td>
<td>City fireworks</td>
<td>Amusement park</td>
</tr>
<tr>
<td>National defense</td>
<td>The movies</td>
<td>YMCA membership</td>
<td>Busy city street</td>
</tr>
<tr>
<td>Snuggie</td>
<td>Tuna in the ocean</td>
<td>Table service at a restaurant</td>
<td>Wildlife</td>
</tr>
<tr>
<td>Forests</td>
<td>Google</td>
<td>Uncongested toll-roads (highway)</td>
<td>Uncongested city street</td>
</tr>
<tr>
<td>Netflix</td>
<td>House</td>
<td>Website design</td>
<td>Air to breathe</td>
</tr>
</tbody>
</table>
Pure Private Goods/Services (excludable, rival)
- Haircut
- Pizza
- Website design
- Table service at a restaurant
- Snuggie
- House

Club Goods/Services (excludable, non-rival)
- Netflix
- Amusement park
- Uncongested toll roads (highway)
- The movies
- YMCA membership

Common Goods (non-excludable, rival)
- Busy city street
- Hospital E.R.
- Tuna in the ocean
- The meadow where your sheep graze
- Wildlife
- Forests

Pure Public Goods/Services (non-excludable, non-rival)
- Wikipedia
- National defense
- Uncongested city street
- City fireworks
- Air to breathe
- Google
- Asteroid defense
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