

The real cost of everything

Secondary Lesson Plan



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Source

[Making Choices: Secondary](#), Kit with student activity sheets

Learning area

Studies of society and environment

Level

Lower to middle secondary (Years 7–10)

Description

'The Real Cost of Everything' is the sixth unit in *Making Choices: Secondary*. In the kit the units are accompanied by notes for the teacher and Student Activity Sheets. The focus of this unit is on developing the student's understanding of the concept of opportunity cost through practical applications. In these activities students are asked to consider how the concept of opportunity cost applies in a commercial decision for a town council and are provided with some additional activities for homework.

Purpose

To develop students' understanding that when choosing one thing or course of action over another then the benefits of doing the other thing or course of action will be lost.

Duration

1 x one-hour session with follow-up work at home.

Possible outcomes

As a result of this activity students will be able to:

- describe factors that affect resource use and development (Level 4 Resources — SOSE Profile)
- interpret people's motives and actions from various perspectives (Level 5 Time, Continuity and Change — SOSE Profile)
- explain why various individuals and groups have differing views on issues related to caring for places (Level 5 Place and Space — SOSE Profile)

There will also be links with other learning areas such as English.

Materials required

Nil.

Procedure

1 Opportunity spin

Collect 20 or more coloured pictures or other visual material of famous places. Maybe the class could bring in postcards they have collected on holidays or have received from others.

Arrange the material in a circle on the floor so that each item is directly opposite another. Fold a piece of cartridge paper to make a label for each one that can be seen by all players around the circle.

Sit the players outside the line of items in a large circle.

Make a double-ended pointer (arrow).

Each player spins the pointer in the middle. When it stops, a choice must be made between two places to visit.

The player must explain his/her choice. The opportunity cost of each choice becomes the destination not chosen. Discussion should highlight the benefit being missed by not choosing the other location.

Activity

- Your local council has decided to clear the trees on a large riverside block of land behind the supermarket. People have been writing letters to the paper complaining that there is nowhere to park. List all the arguments for and against the car park. Compare your list to those of others. What is the opportunity cost of the council's decision?

Extra activity (Homework)

- Visit your local supermarket. Note that the specials are located at the end of the aisles and the essentials like bread, eggs, butter and meat are located at the back of the supermarket. Explain why these products are located in these positions — from an opportunity cost perspective.

Acknowledgments

Making Choices: Secondary was developed jointly by the National Industry Education Forum (NIEF) and Curriculum Corporation.

Related products

- *Look Global: Upper Primary* (Curriculum Corporation 1999)
- *Go Global: Lower Secondary* (Curriculum Corporation 1996)
- *Approaches to Enterprise Education* (Curriculum Corporation 1996)
- *I can make my robot dance* (Curriculum Corporation 1996)
- [Carrots, Kites and Traffic Lights](#) (Curriculum Corporation 1996)