



BARTERING GAME

Have a play market set up. You can use things the children can 'buy' and keep—candy, small toys, pencils, etc., or you can use other props they would play with and then leave behind—pots, books, etc. Divide the children up into merchants and customers. Use Monopoly money or other play money. Monopoly money might be more appropriate, as many African countries have a high exchange rate when compared to the dollar—Zambian money, for example, is 5,000 Kwacha to the dollar, and so paying 1,000 Kwacha for a stack of tomatoes in the market is a reasonable price to expect. (1,000 Kwacha is 20 cents, but then, things in rural markets are very cheap. Prices would be higher in the cities.) Use the following dialogue to demonstrate bartering.

Customer: How much are these apples?

Merchant: 400 each.

Customer: That's too expensive. Would you take 150?

Merchant: I will give them to you for 250.

Customer: Okay. Thank you.

Allow the children to try this out at several different stalls, then have the customers and merchants switch places. (To be authentically African, don't go straight into the bartering, but start off with a conversation about the weather, one another's families, how things are at work, etc. African cultures are very relational, and it's bad manners to show up, do your business and leave without spending some time chatting.)

LEMUR PENCIL HOLDER

Materials

Empty tin can
Craft paint
Cotton balls/white pom poms
Wiggle eyes (yellow, if available)

Instructions

1. Paint tin can white
2. Paint the front black (for the face)
3. Paint or glue on eyes (yellow)
4. Use black pom-pom for nose, or draw on
5. Stick cotton balls for ears to sides

