Handout 02.13: Skittles Market Game Rules and Ledger

Page 1: Rules and fee cards (teacher posts the rules; cuts the three fee cards, one set per house table)

The rules (three sentences)

1. The student holding the most Skittles of one color at the final count wins the prize.
2. Any trade is legal, but every trade must happen at a house table, and the house takes a fee.
3. No eating. No taking. The banker initials your ledger for every trade.

The House Banker's job

- Sit at your table with the jar. You do not trade and you do not win. You are paid from the house jar at the end.
- For every trade at your table: collect the fee from each trader into the jar, then initial both ledgers.
- Do not give advice. Do not refuse a trade that follows the rules.
- At the end, count the jar and report the number.

Fee card, Round 1

THE HOUSE TAKES 1 SKITTLE FROM EACH TRADER, EVERY TRADE. (Picture: one Skittle, an arrow, a jar.)

Fee card, Round 2

THE HOUSE TAKES 2 SKITTLES FROM EACH TRADER, EVERY TRADE. (Picture: two Skittles, an arrow, a jar.)

Fee card, Round 3

MEMBERSHIP: PAY 3 SKITTLES ONCE, TRADE FREE ALL ROUND. NO MEMBERSHIP, NO TRADING. (Picture: a small card with a star, three Skittles, a jar.)

The non-food version

Same rules, same rounds, same ledger. Each student gets a cup of 15 colored paper clips in five colors, mixed. The winner has the most clips of one color. The house jar holds clips. Use it for the whole class if anyone on the class list cannot have candy and you cannot seat them apart without comment, or hand a paper clip cup to any student who needs one and say nothing.

Page 2: The trade ledger

Name: ____________________ Date: _________ Banker at my table: ____________________

Do now (keep this line covered until the debrief): Think of a game or app you play. Who made it? Write one way they make money from you playing.

Part A: Start count

Color	Red	Orange	Yellow	Green	Purple	Total
How many at the start						

My target color: ___________

The ledger (one line per trade; the banker initials every line)

Round	I gave (color and how many)	I got (color and how many)	Fee I paid	Banker initials
1				
1				
1				
2				
2				
3 (membership paid? yes / no)				
3				
3				

Part B: End count and the math

Color	Red	Orange	Yellow	Green	Purple	Total
How many at the end						

My biggest color: ___________ How many: _____

Total fees I paid (add the fee column, plus the membership if you bought one): _____ Skittles

Start total minus end total = _____. Is that the same as the fees I paid? yes / no. If no, what happened? _____________

The room (fill in from the board): The house jars held _____ Skittles. That is _____ Skittles that left the players and never came back. Did the total in the room go up or down? _____

Why did the house end up with Skittles when the house never traded?

____

Part C: Fees in real life (fill in during the debrief)

A fee is ____

Real-life fee	Who collects it	What it is for
ATM fee		
Instant transfer fee on an app		
Subscription fee		
Commission		

Part D: Which fee plan was the best deal?

Fee plan	Best for a heavy trader (many trades) or a light trader (one or two)?	Why
Round 1: 1 per trade		
Round 2: 2 per trade		
Round 3: 3 once, then free		

Real choice: Checking Account A charges $12 a month and nothing per transaction *[update]. Checking Account B charges nothing a month and $0.50 per transaction [update].* A person who makes 10 transactions a month should pick _____ (A costs $_____, B costs $_____). A person who makes 40 should pick _____ (A costs $_____, B costs $_____).

After the debrief

Reread your do now line. One sentence: “The maker gets ____________ every time I ____________.”

Teacher key

Part A and the ledger: complete if every trade line has a fee and initials.

Part B: start minus end should equal fees paid (plus membership). If it does not, the student ate some, lost some, or forgot a line; any of those is a fine debrief example. Room: the house jar total is the number of Skittles that left the players; the total in the room went down (or stayed the same if you count the jar, but the players' total went down); the house ended up with Skittles because it charged for the use of its tables on every trade and never risked one of its own.

Part C: a fee is a price you pay to use someone else's system or service. ATM fee: the ATM's bank (and sometimes your own), for using a machine that is not your bank's. Instant transfer fee: the app company, for moving your money to your bank today instead of in one to three days. Subscription fee: a company, for access to a service every month whether you use it or not. Commission: a broker or agent, for handling a trade or a sale.

Part D: Round 1 is fine for a light trader and adds up for a heavy trader; Round 2 punishes the heavy trader and pushes everyone to trade less; Round 3 is the best deal for a heavy trader (three once, then free) and a waste for someone who trades once or not at all. Account choice: 10 transactions: A costs $12, B costs $5, pick B. 40 transactions: A costs $12, B costs $20, pick A. The rule: know how much you will use the system before you pick the fee plan.