Inquiry Design Model (IDM) Blueprint™				
"Trade" OSEU 7: Way of Life & Development				
Compelling Question	Is money the only way of obtaining w	hat individuals need?		
Standards and Practices	Oceti Sakowin way of life.	that the Oceti Sakowin values provide resiliency in keeping the a means of trade between individuals and/or groups.		
Staging the Question	How do you get what you need or want? What if you didn't have any money?			
Supporting Question 1		Supporting Question 2		
How our economy today is compared to historical economies?		How did the United States economy develop?		
Formative Performance Task		Formative Performance Task		
Students will engage in the Bartering System and play the game Would You Survive? Afterwards, the students will create a Venn diagram to compare and contrast bartering/trade to how they get items of need today.		(**This task could be the first of two from before the Civil War and after the Civil War) Students will create a non-traditional timeline of the US economy development. They will use the following sources, plus others to be able to create their timelines. Examples: Timeline App http://www.readwritethink.org/classroom-resources/student-interactives/timeline-30007.html 3-D Version		
Featured Sources		Featured Sources		
Before the activities, watch "Moccasin Economy" by Lowell Amiotte http://www.wolakotaproject.org/oseu-seven-lowell-amiotte-moccasin-economy / Bartering – A system of exchange http://www.learnnc.org/lp/pages/3589 Would You Survive? game http://cf.ltkcdn.net/kids/files/882-Bartering-Game.pdf		The Fur Trade: Our People's story https://www.youtube.com/watch?v=2HHGmxQ2C4w The Red Sash by Jean E. Pendziwol https://www.amazon.com/Red-Sash-Jean-Pendziwol/dp/088899589X The Fur Trade Game https://www.teacherspayteachers.com/Product/The-Fur-Trade-Game-1181608 War of 1812 Time of Major Events http://www.pbs.org/wned/war-of-1812/timeline/		

			Mar of 1812 http://www.american-historama.org/1801-1828-evolution/facts-about-war-of-1812.htm US History War of 1812 http://www.ducksters.com/history/us_1800s/war_of_1812.php
Summative Performance Task	Argument	Ask students to think, pair, and share this question. Does a society need to have money or something in the place of money to be able to prosper?	
	Extension	Students will create their own trade game (board game, card game, and app). They must establish the setting, characters, time frame, currency type, and situations in which the characters have to trade.	
Taking Informed Action	Students will start their own "trading" center where the school/community may bring in usable items they do use or need and donate it or trade it with something they could use.		