

Monster Musical Chairs

By Stuart Murphy / ISBN: 0-06-028020-4

Lesson by

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Lesson Description

Students listen to the book *Monster Musical Chairs* and identify the scarcity problem the monsters had—not enough chairs for every monster to have one. Students wear a picture of a want they have drawn and play a version of musical chairs in which the chairs are labeled goods. Students learn that a good can satisfy a want. They also learn that due to scarcity not everyone's wants are satisfied.

Age Level

5-6 year olds

Content Standards

National Standards in Economics

- **Standard 1:** Students will understand that productive resources are limited. Therefore, people cannot have all the goods and services they want; as a result, they must choose some things and give up others.
 - Benchmark 2, Grade 4: Economic wants are desires that can be satisfied by consuming a good, service, or leisure activity.
 - Benchmark 3, Grade 4: Goods are objects that can satisfy people's wants.
 - Benchmark 1, Grade 8: Scarcity is the condition of not being able to have all of the goods and services one wants. It exists because human wants for goods and services exceed the quantity of goods and services that can be produced using all available resources.
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Concepts

Economic want
Good
Scarcity

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Objectives

Students will:

1. define wants and goods.
2. explain that wants are satisfied by consuming a good.
3. give examples of wants and examples of goods that satisfy wants.
4. explain why they can't have everything they want.

Time Required

75 minutes

Materials

- Copy of *Monster Musical Chairs* by Stuart Murphy
- Eight chairs
- Copies of Handout 1, cut apart, to provide one want card for each student plus one for the teacher
- Two copies of Handout 2, cut apart
- Copy of Handout 3, cut apart
- Copy of Handout 4, cut apart
- Copy of Handout 5, one per student
- CD and CD player
- Crayons, including several colors for each student
- One piece of drawing paper per student
- Masking tape

Procedures

1. Ask students if they have ever played musical chairs. Have a student explain how the game is played. If none of the students are familiar with the game, tell them that musical chairs is a game in which students move around a group of chairs as music is being played. When the music stops, each student tries to sit in a chair.

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2. Tell students you are going to read a book, *Monster Musical Chairs*, by Stuart Murphy. Show the cover. Ask them to listen for the problem the monsters have each time the music stops. Read the book.
3. Ask students what problem the monsters had playing the game of musical chairs. (*When the music stopped, there weren't enough chairs for everyone who was playing to have a chair.*)
4. Tell students that the monsters had a scarcity problem. Explain that **scarcity** means not being able to have all the things you want.
5. Tell students that they are going to play a version of musical chairs. Place eight chairs, back-to-back, in the front of the room.
6. Tell students that an **economic want** is a desire that can be satisfied by consuming a good. Tell them that you are thirsty. Ask students what good might satisfy your want—being thirsty. (*Answers will vary but might include soda, water, lemonade, or fruit drink.*) Show students a What I Want Card from Handout 1 and draw a glass of water on the card. Tape the card to your shirt or blouse.
7. Give each student a What I Want Card from Handout 1, crayons and a piece of tape. Ask each student to draw a picture of something they want on their What I Want Card. Have students share their wants and then each tape their wants card on the front of their shirts or blouses.
8. Explain that each chair represents a good. Tape a Musical Chair Card from Handout 2 to each chair. Tell students that a **good** is an object that can satisfy people's wants. It is something they can touch, such as a desk, car, pencil, shoes or house. Ask students for some examples of goods. (*Answers will vary but might include games, books, food items, athletic equipment, bicycle, popular toys, CDs, video games, articles of clothing, or school supplies.*)
9. Select nine students to play musical chairs. Tell students that at the end of each round of the game, one student won't be able to satisfy his or her want to have a chair. Instruct students to walk around the chairs as the music plays. Tell students that when the music stops they should sit in a chair. Begin the music. When students have circled around the chairs several times, stop the music. One student won't have a chair. Ask that student to sit down in his or her regular seat. Remove a chair and play again. Continue to play successive rounds until only one student is left. Set up the chairs again and repeat the game until all students in the class have had a chance to play.

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10. Discuss the following:
 - Which students were able to satisfy their wants? *(Those who got a goods chair to sit on)*
 - Why were some students not able to satisfy their wants? *(There weren't enough goods chairs.)*

11. Ask students to sit in a circle. Place the Good Cards from Handout 3 on the floor face up. Select eight students and give each a Want Card from Handout 4. Ask each student to identify the want on the card and select a good that will satisfy the want. Continue until all wants are satisfied.

12. Discuss the following:
 - Was everyone able to satisfy their wants? *(Yes.)*
 - In the real world, is everyone able to satisfy their wants? *(No.)*
 - Have you ever had something you wanted that you weren't able to have? *(Yes.)* Give an example. *(Answers will vary but might include bicycle, electronic game, athletic shoes, or time to play with a friend.)*
 - Why can't you have everything you want? *(Not enough money, not enough goods, not enough time)*
 - What is the problem called when you can't have everything you want? *(Scarcity)*
 - How does scarcity affect you and your family? *(Not able to have everything they want, go without some things, must make choices on how to spend money and use time)*
 - Because you can't have everything you want, what do you have to do? *(Make choices.)*

Closure

13. Remind the students that the chairs represented goods in the game, and review the key points by asking the following questions.
 - What is an economic want? *(A desire that can be satisfied by consuming a good)*
 - What were some wants students drew on their What I Want cards? *(Answers will vary.)*
 - What are goods? *(Objects we can touch that satisfy wants)*
 - What are some examples of goods? *(Answers will vary but may include books, candy, clothes, pencils.)*

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- When playing musical chairs, why didn't everyone get a good to satisfy their wants in each round of the game? *(There weren't enough goods/chairs available for everyone to have one.)*
14. Tell students to pretend that the school has new playground equipment—swings, slides and soccer balls. Discuss the following:
- What are these things called? *(Goods)*
 - What would happen if everyone in the class wanted to be on the swings at the same time? *(There wouldn't be enough swings.)*
 - What is this problem called? *(Scarcity)*
 - If you couldn't use the swings, what would you have to do? *(Make a different choice. Choose something else to do at recess.)*
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Assessment

15. Tell students that they want to buy a birthday gift for a friend. Ask students for examples of goods they might want to buy for a friend. Write the suggestions on the board. Distribute a copy of Handout 5 to each student. Tell them they can select only one good from the list on the board to buy for the friend's birthday gift. Ask students to draw a picture of a good that would satisfy their want and to complete the sentence at the bottom of the handout with a word that means you can't have everything you want.

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Handout 1: What I Want Cards

<p style="text-align: center;">Want</p>	<p style="text-align: center;">Want</p>
<p style="text-align: center;">Want</p>	<p style="text-align: center;">Want</p>

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Handout 2: Musical Chair Cards

<p>Good</p>	<p>Good</p>
<p>Good</p>	<p>Good</p>

Handout 3: Good Cards



Apple



**Amusement
Park**



Dog



Can of Soda

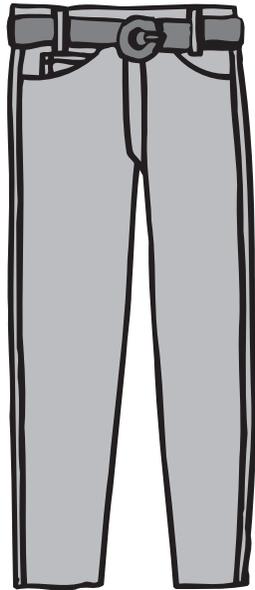
Handout 3: Good Cards (continued)



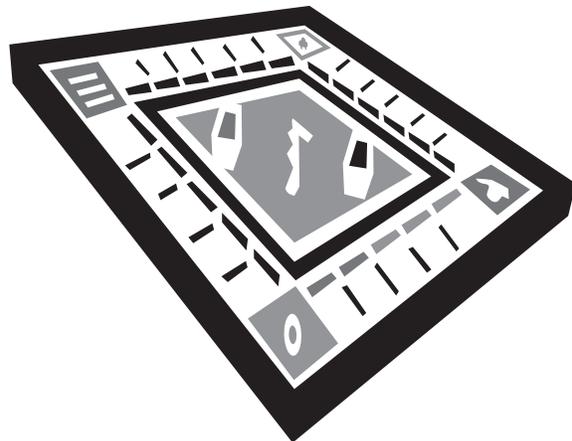
Cake



Comic Book



Pair of Jeans



Board Game

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Handout 4: Want Cards

Food	Drink
Game	Clothes

Handout 4: Want Cards (continued)

<p>Pet</p>	<p>Book</p>
<p>Dessert</p>	<p>Family Trip</p>

Handout 5: Birthday Gift for a Friend

Name _____

Birthday Gift

I can't buy my friend all the goods that I want to
because of _____.