

ROUND 3

WORKER STRIKE !

Calculate another round of the game with any changes from Round 2 in place. If you have enough money, you may consider purchasing additional investment capital (like another factory) first. Remember, though, you will still need to have enough money left over to pay for your costs and labor.

								Starting Liquid Assets:	
Expenses	What did you buy this round? Add it all up and put it in the box to the right.							→	-
Costs	Number of Factories		X	Raw Materials Cost (per factory)				=	-
	Number of Factories		X	Transportation Cost (per factory)				=	-
Labor	Number of Skilled Workers		X	Skilled Worker Wages				=	-
	Number of Unskilled Workers		X	Unskilled Worker Wages				=	-
Income	Number of Skilled Workers		X	Skilled Worker Productivity		X	Current Product Price	=	+
	Number of Unskilled Workers		X	Unskilled Worker Productivity		X	Current Product Price	=	+
Profit	Now subtract your expenses, costs, and labor from your starting liquid assets. Then add the income from selling your products. Put the total in this box →→→→→							=	

Worker Strike!: Your skilled workers are complaining that they work too many hours and do not make enough money to meet their needs. They are threatening to go on strike unless they receive a pay raise and a shorter work day. These are your options:

- A. Fire the workers threatening to go on strike, and replace them with unskilled workers. Remember – these only cost you \$200 each per round, but also produce 500 units less than skilled workers.
- B. Give in to their demands. Skilled worker pay will increase by \$100 and now cost you \$500 per worker per round. In addition, skilled worker productivity will decrease by 100 units from now on since they won't be working as long each day.
- C. You think they might be bluffing, believing they cannot actually afford to go on strike. **BE CAREFUL** – if they are serious and do go on strike (if a coin flip lands on "tails"), they will produce NOTHING the next round. In essence, you will lose a turn.

Which option did you choose, and **why** did you choose it?

ROUND 4

BACK TO WORK!

(OR NAW?)

If you chose option C (let them strike) and the coin flip lands on “tails,” simply write STRIKE! across the table and copy your Starting Liquid Assets to the bottom right box – nothing gained and nothing lost this round. Otherwise, calculate another round of the game with any changes from the worker strike decision in place. If you have enough money, you may consider purchasing additional investment capital (like another factory) first. Remember, though, you will still need to have enough money left over to pay for your costs and labor.

		Starting Liquid Assets:							
Expenses	What did you buy this round? Add it all up and put it in the box to the right.						→	-	
Costs	Number of Factories		X	Raw Materials Cost (per factory)		=	-		
	Number of Factories		X	Transportation Cost (per factory)		=	-		
Labor	Number of Skilled Workers		X	Skilled Worker Wages		=	-		
	Number of Unskilled Workers		X	Unskilled Worker Wages		=	-		
Income	Number of Skilled Workers		X	Skilled Worker Productivity		X	Current Product Price	=	+
	Number of Unskilled Workers		X	Unskilled Worker Productivity		X	Current Product Price	=	+
Profit	Now subtract your expenses, costs, and labor from your starting liquid assets. Then add the income from selling your products. Put the total in this box →→→→→→→						=		



“The Gilded Age”

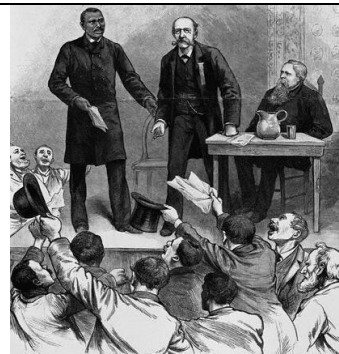
(p.69) Why was this time period called “The Gilded Age”?

Who benefitted the most during the Gilded Age?



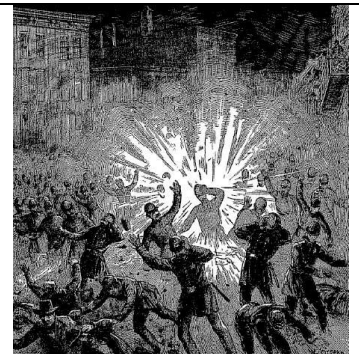
(p.74) What were conditions like for workers during this time?

What role did the government play in business? For workers?



(p. 79) How did workers respond to these conditions?

Who were the Knights of Labor, and what was their goal?



(p. 80-81) What happened at Haymarket Square in 1883?

Why do the Knights of Labor lose so much support after Haymarket?