

## MATHEMATICS SUPPORT ACTIVITY

# BUY LOW, SELL HIGH



### PRACTICE A BASIC PRINCIPLE IN INVESTING, BUY LOW, SELL HIGH!

**Ages:** All Ages

**Time:** 30 minutes

**Materials Needed:** Decks of cards (enough for each player to have 5 cards), projector, Microsoft Excel

#### Instructions:

1. Start by handing out 5 playing cards to each participant.
2. Use a projector to display the spreadsheet “Fluctuating Values”. Explain that each card in their hand is worth a specific amount of points. The goal of the buy low, sell high game is to end with the hand that is worth the most points. Each round, participants can either keep their cards or trade with other participants. Players do not have to maintain 5 cards in their hand once the game starts.
3. To begin, have each player calculate the value of their hand using the spreadsheet provided. To start round 2, type the number 2 in the rounds cell and hit enter or tab. The card values will automatically change.
4. Continue until all rounds have been completed. The spreadsheet is designed to play up to 5 rounds.
5. After the last round is completed, tally up the score to see who has the hand worth the most point value.
6. Finally, have a brief discussion about the strategies participants used to build the strongest hands. Did it work to trade high cards for lower ones? Lower cards for higher ones? To not trade at all?

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**Extension Ideas:** The supplemental spreadsheet can be modified to demonstrate specific principles of the start market. Have participants identify the high and low values of each card as well as the net and percentage change.

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