

Choose and Give

Students identify what they give up when they make a choice.

SS.1.E.1.2 "Define opportunity costs as giving up one thing for another."

NAME _____

DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 WHAT WAS GIVEN UP? _____

a	slide	snack	book
b	blocks	paint	music
c	music	paint	puzzle

2 MAKE A CHOICE _____

a	game	clean	draw
b	read	lunch	jump
c	sing	paint	bike

HOW TO RUN THIS PAGE

Tell students that when they choose one thing, they give up another thing. For example, if they choose apples instead of oranges, they give up oranges. Read each row aloud, including the choices, and have students circle what was given up.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 • WHAT WAS GIVEN UP?

SAY “Listen as I read each row. Think about the two things the person could choose. Which thing did the person give up? Circle that word.”

ROW	SAY	STUDENTS CIRCLE
a	The words are slide, snack, and book. You may play on the swing or the slide. You choose the swing. What did you give up? Circle it.	slide
b	The words are blocks, paint, and music. You may paint or build with blocks. You choose blocks. What did you give up? Circle it.	paint
c	The words are music, paint, and puzzle. You may dance or do a puzzle. You choose dancing. What did you give up? Circle it.	puzzle

PART 2 • MAKE A CHOICE

SAY “For each row, listen to the choice that was made. Find the other choice that could not happen. Circle the thing that was given up.”

ROW	SAY	STUDENTS CIRCLE
a	The words are game, clean, and draw. You have time to draw or play a game. You choose the game. What did you give up? Circle it.	draw
b	The words are read, lunch, and jump. You may read or jump rope. You choose jumping rope. What did you give up? Circle it.	read
c	The words are sing, paint, and bike. You may ride a bike or paint. You choose the bike. What did you give up? Circle it.	paint

WHAT TO ACCEPT

Accept circles on slide, paint, puzzle, draw, read, and paint, in row order. A student shows understanding by identifying the other available choice that was not chosen.