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WITTY — *two games, one board*

Unit 7 · Industrial & Economic Development · Two players · Four games of Four in a Row, or two games of Fox

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If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

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Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

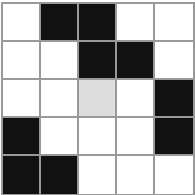
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ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

The value a country's people produce, wherever they earn it.

Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

Untaxed, unregulated work that official records never count.

Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

Sustainable Development

Meeting today's needs without wrecking the needs of tomorrow.

Tertiary Sector

Jobs that provide a service rather than a good.

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Core, periphery and semi-periphery locked into unequal exchange.

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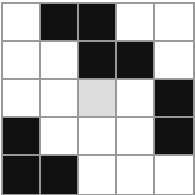
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Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

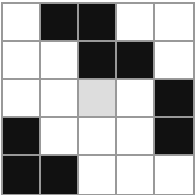
GAME TWO

FOX

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SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

The value a country's people produce, wherever they earn it.

Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

Untaxed, unregulated work that official records never count.

Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

Sustainable Development

Meeting today's needs without wrecking the needs of tomorrow.

Tertiary Sector

Jobs that provide a service rather than a good.

World-System Theory

Core, periphery and semi-periphery locked into unequal exchange.

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DEVELOPMENT

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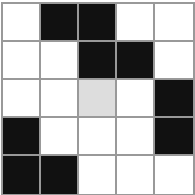
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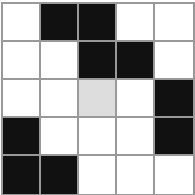
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WITTY — *two games, one board*

Unit 7 · Industrial & Economic Development · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

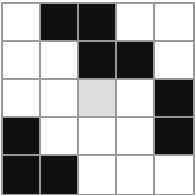
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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A hit earns a free guess at any square touching it, no card needed. Keep going while you keep hitting.

Say **"Found!"** when you have found a whole shape.

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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

The value a country's people produce, wherever they earn it.

Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

Untaxed, unregulated work that official records never count.

Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

Sustainable Development

Meeting today's needs without wrecking the needs of tomorrow.

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Jobs that provide a service rather than a good.

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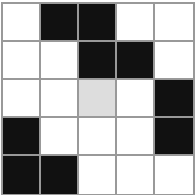
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Informal Economy	Break-of-Bulk Point	Secondary Sector	Industrial Revolution	Dependency Theory
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WITTY — *two games, one board*

Unit 7 · Industrial & Economic Development · Two players · Four games of Four in a Row, or two games of Fox

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

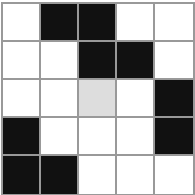
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FOX

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ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

The value a country's people produce, wherever they earn it.

Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

Untaxed, unregulated work that official records never count.

Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

Sustainable Development

Meeting today's needs without wrecking the needs of tomorrow.

Tertiary Sector

Jobs that provide a service rather than a good.

World-System Theory

Core, periphery and semi-periphery locked into unequal exchange.

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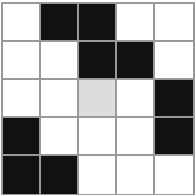
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Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

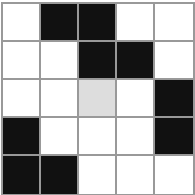
GAME TWO

FOX

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SETUP

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One way to place 4, 3, and 2.
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ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

The value a country's people produce, wherever they earn it.

Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

Untaxed, unregulated work that official records never count.

Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

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Meeting today's needs without wrecking the needs of tomorrow.

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Jobs that provide a service rather than a good.

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Unit 7 · Industrial & Economic Development · Two players · Four games of Four in a Row, or two games of Fox

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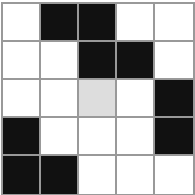
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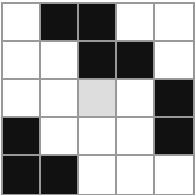
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WITTY — *two games, one board*

Unit 7 · Industrial & Economic Development · Two players · Four games of Four in a Row, or two games of Fox

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Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

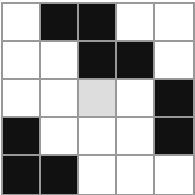
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

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Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

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Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

Sustainable Development

Meeting today's needs without wrecking the needs of tomorrow.

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Jobs that provide a service rather than a good.

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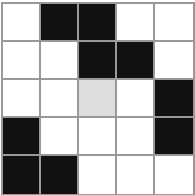
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Microloan	Sustainable Development	FREE	Least Cost Theory	Quinary Sector
Agglomeration	Rostow's Stages of Growth	Gross Domestic Product	Gender Inequality Index	Quaternary Sector
Primary Sector	Offshoring	World-System Theory	Tertiary Sector	Special Economic Zone

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----- fold here — never cut -----

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WITTY — *two games, one board*

Unit 7 · Industrial & Economic Development · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

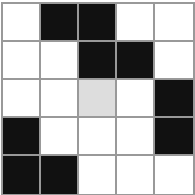
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

YOUR TURN

The term you matched is your guess. Your opponent says **hit** or **miss**. Mark it on your standing grid.

A hit earns a free guess at any square touching it, no card needed. Keep going while you keep hitting.

Say **"Found!"** when you have found a whole shape.

WINNING

Find all three shapes. Two games to a sheet, one on each side.

CHALLENGE — BOTH GAMES

Either player, any time, before the next cards are drawn. Turn this sheet over and look it up. **Wrong claim:** cross out your mark, the guess does not count, and you lose your next turn. **Wrong challenge:** you lose your next turn.

Teacher note. Print the board sheet double-sided and fold it in the middle — never cut it, Fox needs the standing half. Every card in a deck carries the same number on its back. Print at 100%, not "fit to page."

ANSWER KEY — *Industrial & Economic Development*

Unit 7 · 24 terms · Alphabetical

Agglomeration

Linked businesses clustering to share suppliers, workers and services.

Break-of-Bulk Point

Where cargo shifts from one form of transport to another.

Deindustrialization

The loss of factory jobs from a region built on them.

Dependency Theory

Poor countries stay poor because rich ones need them that way.

Ecotourism

Low-impact travel that pays for conserving the place visited.

Gender Inequality Index

A score of the gap between men's and women's opportunities.

Gross Domestic Product

The value of everything produced inside a country's borders.

Gross National Income

The value a country's people produce, wherever they earn it.

Human Development Index

A combined score of income, schooling and life expectancy.

Industrial Revolution

The shift to machine production that began in Britain.

Informal Economy

Untaxed, unregulated work that official records never count.

Least Cost Theory

Factories settle where transport, labor and clustering cost the least.

Microloan

A very small loan for starting a business in a poor area.

Offshoring

Moving a company's own operations to another country.

Outsourcing

Paying another firm to do work once done in house.

Primary Sector

Jobs that take raw materials directly from the earth.

Quaternary Sector

Jobs handling information, research and the management of knowledge.

Quinary Sector

The highest decision making in government and large business.

Rostow's Stages of Growth

Five steps every country supposedly climbs toward mass consumption.

Secondary Sector

Jobs that turn raw materials into finished goods.

Special Economic Zone

An area with relaxed rules meant to attract foreign factories.

Sustainable Development

Meeting today's needs without wrecking the needs of tomorrow.

Tertiary Sector

Jobs that provide a service rather than a good.

World-System Theory

Core, periphery and semi-periphery locked into unequal exchange.

WITTY · INDUSTRIAL & ECONOMIC
DEVELOPMENT

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