Production Possibilities Curve

Read the following scenarios from our game yesterday and create a production possibilities curve for each. We will do the first one together as a class.

1. You have fifteen cards in your deck and three of them are “Iron Ore” cards. Your harbor allows you to exchange any two cards for an “Iron Ore” card.
2. You have fourteen cards in your deck and two of them are “Brick” cards. Your harbor allows you to exchange any two cards for a “Brick” card.
3. You have ten cards in your deck. Your harbor allows you to exchange any three cards for any one card of your choosing.
4. You have twenty dollars in your wallet. A vending machine allows you to buy one can of pop (That’s right, it’s called pop. Not “*soda*.”) for one dollar.
5. You have fifteen dollars in your wallet. A vending machine allows you to buy one bottle of Gatorade for $1.50.