

Women in Mining

Cookie Mining

(Adaptable for K-12)

COOKIE MINING INSTRUCTIONS

PURPOSE: The purpose of this game is to give the player an introduction to the economics of mining. This is accomplished through the player buying their “property”, purchasing the “mining equipment”, paying for the “mining operation” and finally paying for the “reclamation”. In return the player receives money for the “ore mined”. The objective of the game is to make as much money as possible.

INSTRUCTIONS:

1. Each player starts with \$19 of play money.
2. Each player receives a Cookie Mining sheet and a sheet of grid paper.
3. Each player must buy his/her own “mining property” which is a cookie. Only one “mining property” per player. Cookies for sale are:

Mother’s Chocolate Chip - \$3.00

Chips Ahoy - \$5.00

Chips Deluxe - \$7.00

4. After the cookie is bought, the player places the cookie on the grid paper and, using a pencil, traces the outline of the cookie. The player must then count each square that falls inside the circle. Note: Count partial squares as a full square.

5. Each player must buy his/her own “mining equipment”. More than one piece of equipment may be purchased. Equipment may not be shared between players. Mining equipment for sale is:

Flat toothpick - \$2.00 each

Round toothpick - \$4.00 each

Paper clips - \$6.00 each.

6. Mining costs are: \$1.00 per minute.
7. Sale of a chocolate chip mined from a cookie brings \$2.00 (broken chocolate chips can be combined to make 1 whole chip).
8. After the cookie has been “mined”, the cookie should be placed back into the circled area on the grid paper. This can only be accomplished using the mining tools - No fingers or hands allowed.

9. Reclamation costs are: \$1.00 per square over original count.

RULES:

1. No player can use their fingers to hold the cookie. The only thing that can touch the cookie are the mining tools and the paper on which the cookie is sitting.
2. Players should be allowed a maximum of five minutes to mine their chocolate/rainbow chip cookie. Players that finish mining before the five minutes are used up should only credit the time spent mining.
3. A player can purchase as many mining tools as the player desires and the tools can be of different types.
4. If the mining tools break, they are not longer usable and a new tool must be purchased.
5. The players that make money by the end of the game win.
6. All players win at the end of the game because they get to eat the remains of their cookie!

REVIEW:

The game provided each player an opportunity to make the most money that a player could make with the resources provided. Decisions were made by each player to determine which properties to buy and which piece or pieces of mining equipment should be purchased.

Each player should have learned a simplified flow of an operating mine. Also, each player should have learned something about the difficulty of reclamation especially in returning the cookie back to the exact size that it was before “mining” started.

COOKIE MINING SPREADSHEET

1. Name of cookie _____

2. Price of cookie _____

(Mothers \$3.00, Chips Ahoy \$5.00, Chips Deluxe \$7.00)

3. Size of cookie _____ squares covered

4. Equipment:

Flat toothpick _____ x \$2.00 = _____

Round toothpick _____ x \$4.00 = _____

Paper clip _____ x \$6.00 = _____

TOTAL EQUIPMENT COST _____

5. Mining: _____ minutes x \$1.00

Cost of removing chips _____

6. TOTAL COST OF MINING _____

7. Chip removal:

Number of chips _____ x \$2.00

VALUE OF CHIPS _____

How much did I make?

Value of chips _____

Total cost of mining _____

PROFIT/LOSS _____

8. Reclamation: _____ squares x \$1.00 _____

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