

Activity 1: Economic Information

Name: _____ Date: _____

Industry	Number of Employees (2020)	Estimated Size of Economic Impact (in billions)	EPI Employment Multiplier (indirect jobs created by 1 direct job in industry)
Agriculture	2.3 million	\$1,000	2.28
Airlines	453,000	\$1,800	2.7
Automobiles	1.7 million	\$954	5.4
Construction	7.2 million	\$781	2.26
Entertainment	2 million	\$600	3.79
Healthcare	19.7 million	\$3,400	2.05
Pro Sports	432,400	\$80	3.79
Retail Stores	15.2 million	\$3,200	1.22

Notes

1. Employee data for all except pro sports comes from bls.gov.
2. Pro sports is an aggregate of athletes, coaches/scouts, and team staffs and corporate jobs for MLB, MLS (men and women) NBA, NFL, NHL, NASCAR, US Olympic Team, and WNBA with numbers from bls.gov, Forbes, and annual reports from individual companies.
3. Entertainment includes film, television, music, and theater performing arts nationwide and includes actors, writers, producers, directors, and behind the scenes and tech personnel.
4. Economic impact numbers include direct spending and estimates of multipliers from faa.gov, bea.gov, census.gov, statista.com and USDA.gov.
5. Retail stores includes sales from brick and mortar (autos included) only. Online sales of \$602 billion are excluded.
6. EPI (Economic Policy Institute) Employment Multiplier tries to measure the impact of an industry by looking at jobs that are created downstream as part of supply chains, support staff, etc. Data can be found here: <https://www.epi.org/publication/updated-employment-multipliers-for-the-u-s-economy/>