

# Characteristics of Money Match Game

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Directions:** Match the terms with the definitions.

<u>Word Bank</u>	
<b>Barter</b>	<b>Double Coincidence of Wants</b>
<b>Divisibility</b>	<b>Durability</b>
<b>Recognizability</b>	<b>Scarcity</b>
<b>Commodity</b>	<b>Portability</b>

1. Trading a good or service directly for another good or service, without using money or credit.
2. Something that is useful or valuable
3. The situation where two parties can swap their goods in exchange for one another because they each want what the other party has.
4. The ability to easily divide something of value.
5. The ability that something can be easily carried or moved.
6. The ability to be long-lasting; to withstand wear, pressure, or damage.
7. The ability to be easily identified from previous experience or knowledge.
8. The condition that exists when human wants exceed the available resources to satisfy those wants.