

## ECONOMICS FOR LEADERS

### Virtual Program

(All times EDT)

Pre Program	Monday	Tuesday	Wednesday	Thursday	Friday
<b>To be completed in Canvas:</b>  Getting Started Module  Pre Test	<b>11:30am - 12:00pm</b> Sign-On Introductions	<b>11:45am - 12:00pm</b> Sign-On Raffle Drawing	<b>11:45am - 11:50pm</b> Sign-On Raffle Drawing	<b>11:45am - 12:00pm</b> Sign-On Raffle Drawing	<b>11:45am - 12:00pm</b> Sign-On Raffle Drawing
	<b>12:00 - 12:45pm</b> Poverty, Economic Growth, and Scarcity	<b>12:00 - 12:40pm</b> Economic Activity 2: <i>Orange Market</i>	<b>11:50am - 12:30pm</b> Labor Markets	<b>12:00 - 12:20pm</b> Economic Activity 4: <i>Fish Activity</i>	<b>12:00 - 12:45pm</b> Money & Inflation
				<b>12:20 - 1:10</b> Property Rights	
	<b>BREAK</b>				
	<b>12:55 - 1:40pm</b> Economic Activity 1: <i>Ultimatum Game</i>	<b>12:50 - 1:40pm</b> Open Markets	<b>12:40 - 1:30pm</b> Economic Activity 3: <i>Cartels &amp; Competition</i>	<b>1:20 - 2:10pm</b> Economic Activity 5: <i>Farmers &amp; Fishers</i>	<b>12:55 - 1:35pm</b> Economic Activity: 6 <i>Global Orange Market</i>
	<b>LUNCH BREAK</b>				
	<b>2:15 - 3:05pm</b> Opprotunity Cost	<b>2:20 - 3:25pm</b> Markets in Action (Team Competition)	<b>2:10 - 2:50pm</b> Incentives, Innovation and the Role of Institutions	<b>2:50 - 3:40pm</b> Government	<b>2:15 - 3:05pm</b> International Markets
	<b>BREAK</b>				
	<b>3:15 - 4:30pm</b> Leadership Session 1: <i>Personal Leadership Domain</i>	<b>3:35 - 4:30pm</b> Leadership Session 2: <i>Relational Leadership Domain</i>	<b>3:00 - 4:30pm</b> Leadership Session 3: <i>Contextual Leadership Domain</i>	<b>3:50 - 4:30 pm</b> Leadership Session 4: <i>Bringing it all Together</i>	<b>3:15 - 4:30pm</b> Program Closing Raffle Drawing
	<b>4:30pm</b> Raffle Drawing	<b>4:30pm</b> Raffle Drawing	<b>4:30pm</b> Raffle Drawing	<b>4:30pm</b> Raffle Drawing	Program Evaluation Post Test
<b>ADJOURN 4:30pm</b>					

#### REQUIRED MATERIALS

Laptop/Computer with Microphone & WebCam  
 Additional Mobile Device (Phone/Tablet)

#### COURSE PLATFORMS

Zoom (Web Conferencing)  
 Canvas (Learning Management System)

#### APPLICATIONS FOR INTERACTIVE LECTURES/ACTIVITIES

Moblab, Pear Deck, Google Docs, etc.