

PROJECT: NON-MARKET DISTRIBUTION METHODS

Think about how many goods and services are distributed every day. There are many ways that these items end up in the hands of various consumers throughout the country. Sometimes, these methods are **explicit**—they are clearly expressed or observed. But at other times, items are just distributed without people really thinking about how this happens. For this project, you will be asked to be aware of the ways that goods and service are distributed in your world.

VOCABULARY

efficient	using resources in a way that gets the most out of them (i.e. not wasting them)
explicit	clearly expressed or observed
fair	free from bias
non-market distribution	allocation method not based on price

Project

You have studied many different kinds of **non-market distribution** methods, including majority rule, contests, force, first-come/first-served, sharing equally, lottery, and personal characteristics. In this project, you will explore one of these types of non-market distribution methods within a real-life setting.

Part 1

Choose one of the distribution methods listed above -there are seven kinds of methods listed, but you only have to choose one:

1) What method did you choose?

2) Who receives the good or service from this distribution method?

- 3) Who does not receive the good or service?
- 4) What are the advantages of this method?
- 5) What are the disadvantages of this method?
- 6) Is this method **efficient** (or not wasting resources)? Is it **fair** (or free from bias)?
- 7) Can your chosen method be used to distribute large amounts of goods and services to many people each day? Why or why not?

Part 2

Find an example of your chosen distribution method in the real world, such as in school, at the mall, or at home.

- 1) Explain how your example uses this distribution method.
- 2) Who receives the good or service and who does not?
- 3) What are the advantages and disadvantages that you see from this method?
- 4) Is the method fair and efficient in your real-life example.