

## Teacher's Guide to Trading Rounds

Merchant groups in each region (A-H) send one (or two) traders to other entrepots as listed below during each round. Beginning with Round Two traders stop at other ports in route to their destination as indicated. Traders can only visit entrepots assigned during any given round.

### Round One – (four minutes)

<i>TRADERS:</i>	<b>A</b> Rome	<b>B</b> Alexandria	<b>C</b> Aromata	<b>D</b> Musa	<b>E</b> Barygaza	<b>F</b> Muziris	<b>G</b> OcEo	<b>H</b> Cattigara
<i>GO TO:</i>	<i>B</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>

### Round Two – (four minutes)

<i>TRADERS:</i>	<b>A</b> Rome	<b>B</b> Alexandria	<b>C</b> Aromata	<b>D</b> Musa	<b>E</b> Barygaza	<b>F</b> Muziris	<b>G</b> OcEo	<b>H</b> Cattigara
<i>GO TO:</i>	<i>B&gt;C&gt;D</i>	<i>D&gt;E</i>	<i>A&gt;B</i>	<i>C&gt;E</i>	<i>C&gt;F</i>	<i>E&gt;G</i>	<i>G&gt;E</i>	<i>G&gt;E</i>

### Round Three – (three minutes)

<i>TRADERS:</i>	<b>A</b> Rome	<b>B</b> Alexandria	<b>C</b> Aromata	<b>D</b> Musa	<b>E</b> Barygaza	<b>F</b> Muziris	<b>G</b> OcEo	<b>H</b> Cattigara
<i>GO TO:</i>	<i>B&gt;E&gt;F</i>	<i>E&gt;F</i>	<i>A&gt;B</i>	<i>C&gt;E&gt;F</i>	<i>C&gt;F&gt;G</i>	<i>D&gt;E&gt;G</i>	<i>F&gt;H</i>	<i>G&gt;F</i>