

References to chapters in Romer refer to the 3<sup>rd</sup> edition. See course website for correspondence between 3<sup>rd</sup> and 4<sup>th</sup> edition. Lecture room: ES Auditorium 7 Mondays 12.15 -14.00, Tuesdays 14.15-16.00. The mathematically advanced may want to use Daron Acemoglu "Introduction to Modern Economic Growth", Chapter 5,8 and 9 for Lectures 1-10.

No	Date	Topic	Lecturer
1	Monday 18/8	Introduction: Static World	MH
2	Tuesday 19/8	Introduction: Static World	MH
3	Monday 25/8	Growth dynamics: The Solow model. The Golden Rule for saving. Stocks, flows, stationary states, stability. <b>Romer Ch. 1.</b>	MH
4	Tuesday 26/8	Growth dynamics: The Solow model. The Golden Rule for saving. Stocks, flows, stationary states, stability. <b>Romer Ch. 1.</b>	MH
5	Monday 1/9	Market equilibrium in the Ramsey model. Dynamics of interest rates and wages.	MH
6	Tuesday 2/9	Market equilibrium in the Ramsey model. Dynamics of interest rates and wages.	MH
7	Monday 8/9	Market equilibrium in the Ramsey model. Dynamics of interest rates and wages.	MH
8	Tuesday 9/9	Ricardian equivalence.	MH
9	Monday 15/9	Overlapping generations: Diamond's growth model. Dynamic efficiency. Ricardian equivalence. <b>Romer Ch. 2.8 – 2.12, Williamson 2.</b>	MH
10	Tuesday 16/9	Overlapping generations: Diamond's growth model. Dynamic efficiency. Ricardian equivalence. <b>Romer Ch. 2.8 – 2.12, Williamson 2.</b>	MH
11	Monday 22/9	Overlapping Generations	MH
12	Tuesday 23/9	Optimal fiscal policies. Debt rules. <b>Storesletten: Lecture notes.</b>	KS
13	Monday 6/10	Optimal fiscal policies. Debt rules. <b>Storesletten: Lecture notes.</b>	KS
14	Monday 13/10	Business Cycles: Consumption, Saving, Interest Rates	MH
15	Monday 20/10	Precautionary Savings. Romer Chapter 7	MH
16	Monday 27/10	A simple RBC- model of labor supply. <b>Krueger 8-9.</b>	MH
17	Monday 3/11	More on labor supply. Permanent Income Hypothesis	MH
18	Monday 10/11	More on labor supply. Consumption asset pricing.	MH
19	Monday 17/11	Consumption asset pricing. <b>Williamson 6, Romer 7.5-7.6.</b>	MH