



The Phoenix Partnership (East) Ltd

The Enterprise Game

This activity satisfies a number of the elements of the QCA Economic wellbeing 11-19: career, work-related learning and enterprise framework.

- No. 1 Recognise, develop and apply their skills for enterprise and employability.
- No. 6 Learn about how and why businesses operate.
- No. 8 Undertake tasks and activities set in work contexts.
- No. 9 Engage with ideas, challenges and applications from the business world.

Exciting hands on board game involving five students playing the game: four running their own company and one as Banker. The aim of the game is to create the most successful company. Players use their entrepreneurial skills to run their business by making, selling and delivering products to the customers located around the board.



Trials with over 1000 students, aged from 13 to 19, have demonstrated that the Game helps young people to learn how business works in a simple, yet powerful way. It motivates and actively engages students, making their learning a fun experience. The Game appeals to a wide variety of students from those with special needs to those studying A-levels.

Objectives of the game:

1. give learners a chance to operate their own business
2. learn important business terms and concepts
3. provide an opportunity in which to develop key decision making skills
4. appreciate what 'enterprising' means: managing risks, imaginative ways of solving problems, coping with unexpected difficulties.

Suggested Year group: Years 8, 9, 10, 11, 12 or 13
Number of students: Min 4, max 120
Suggested time needed: 60 to 120 mins or delivered as whole day programme

For information about this and other programmes The Phoenix Partnership (East) can offer call 01268 249799 or email contactus@tpe.org