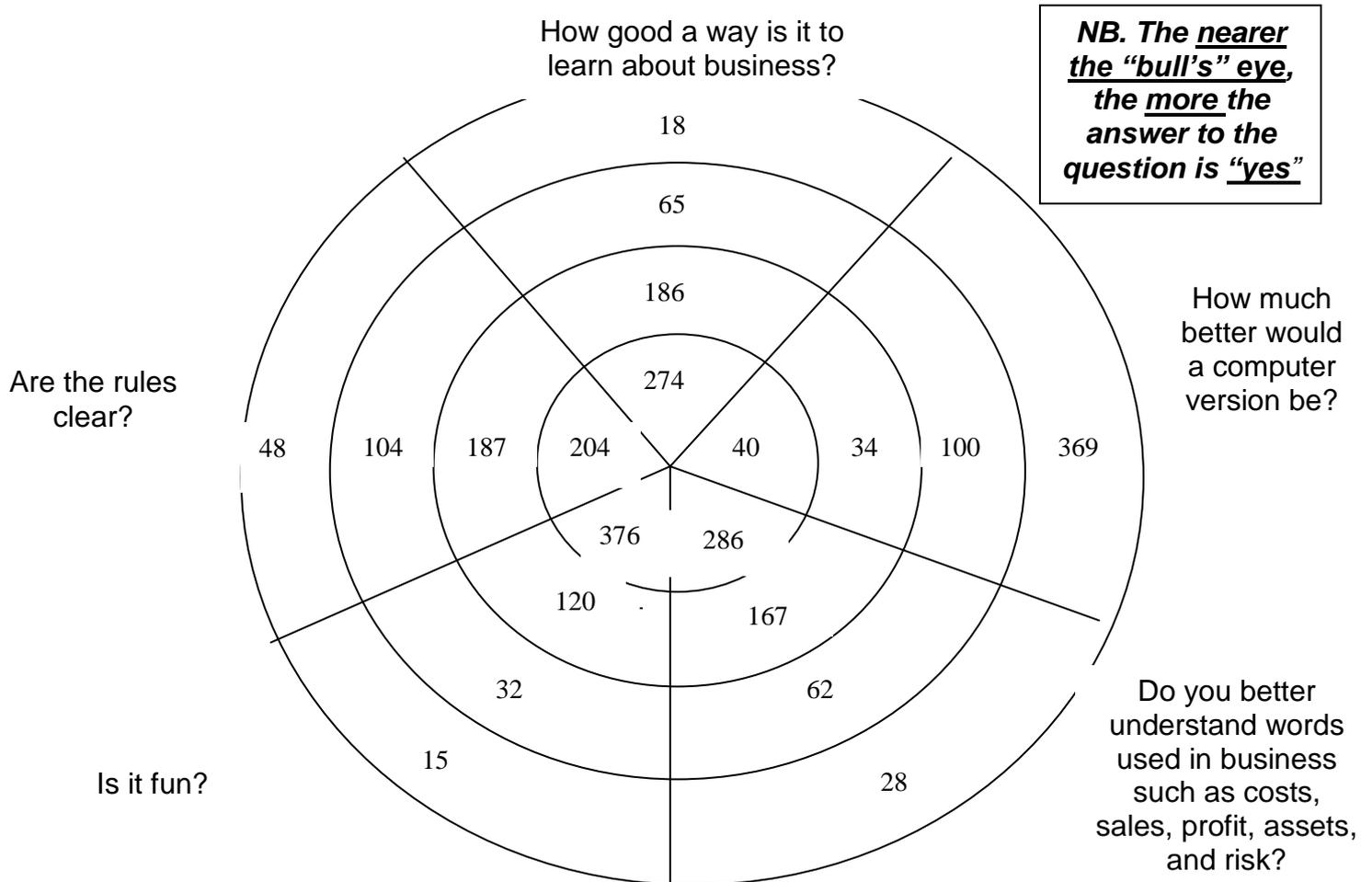


Business on the Move ~ Evaluation Summary

The feedback below comes from our trials during 2011-12 with 543 learners from 31 schools across the UK. School testimonials are also available.



Pupils' comments:

It's competitive and fun because you talk to each other. It's good to see others' tactics.
 Good way to learn about business in the real world. Like the risk part! It was awesome ~ even though I lost, I learnt lots.
 It's set out good; loads of different things are happening on the board. Really good game with loads of traps.
 I like the base & the assets, especially the trains and planes and also the containers fitting into the trucks and trains.
 Rules could be simpler, but not much! (New) mini rules card is good.
 It's fun making deals. It's like real life and makes you feel grown-up. Fun playing with and trying to beat everyone.
 Very good game because we had to think about our moves. Fast moving.
 You learn a lot from playing this game ~ things like the different ways of transporting freight and I learnt more grown-up words like profit, assets, balance sheet, logistics and globalisation.
 Should be made and be in schools. It would be good (family game) at home too!
 "CO₂" is a big decision and something we'll have to face later.
 CO evened out the game, makes you more aware of global warming; different to ordinary dice.
 The game was pretty and well designed. Colourful and bright, not boring like books!
 Not like 'Monopoly', more educational and better. It's amazing! Epic! Mint! Cool! Fantabulous! It left me speechless!
 I want to buy it! A game your family can play. I would play all day and pay lots for it! The best game I have ever played!
 Lovely experience and easy to play, but you have to think. Makes you think before you do something.
 Makes me realise the external factors for a business such as unpredictable things.
 It was a good game, it just so happened that luck was not on my side. Suitable for all ages.
 Felt good. Worth the time. A fun game to play. Very exciting. The moral is 'you must take risks in business'.

Teachers' comments:

The children enjoyed playing, they were enthusiastic and animated. Better awareness of words used in business.
 Fits in well with functional maths. Gives an insight as to the difficulties faced getting products to the customer.
 CO₂ is a clever part. The children were all engaged. We would envisage using it in our school in many ways.
 (Pupils) especially commented that it was 'good' to play a board game rather than x-box, computer etc.



Thursday, 01 December 2011

RE: Business on the Move

Dear Pat and Andy

Thank you for your excellent and competent 'delivery' of 'Business on the Move' to our Year 7 and Year 10 students. I had the pleasure of partaking in the game with some of our Year 7 students whose enthusiasm and boundless energy were stimulated and enhanced by the excellent board game. All pupils were instantly drawn in to finding out more about business strategies and applying them to their 'own' ideas. They were motivated by the thought processes related to the game and felt that it tested their intelligence and was really related to maths, literacy, science, technology and geography as well as business.

Students found the game very realistic and the 'global' awareness of markets was highlighted throughout the game. They had a clear image of the importance of trade in our local, national and global community. Much enjoyment was derived from communicating and negotiating the purchase of trains, boats and cargo and the insurance etc. that was needed in business. In addition, pupils were using a wide range of business terminology with confidence and accuracy throughout the game. This increasing familiarity using business terms gave rise to enhanced understanding; driven by numerous examples presented by the activity.

Business on the Move has enriched our foundation learning students' strategies giving pupils a true insight into business and commercial activity. Numeracy skills were particularly given a massive boost during the game when every throw of the dice had financial implications. Students found it fun and highly enjoyable and said it could even be played with the family. They thought it worked well with 3 to 4 players. They really wanted to play it a second time as they already had thought of new strategies to make more profit! The game was superb. The 'end-game' where students had to work out their total wealth really excited all students – a game that can be played over and over again in short-sharp bursts with different learning outcomes.

Yours sincerely

Lorne McNeill - SSL – Vocational, Enterprise & Business related aspects



WAKEFIELD METROPOLITAN DISTRICT COUNCIL: EDUCATION DEPARTMENT

KETTLETHORPE HIGH SCHOOL MATHS & COMPUTING COLLEGE

Kettlethorpe Hall Drive Standbridge Lane Sandal Wakefield WF2 7EL : Tel: 01924 303510 (4 lines) : Fax: 01924 303514

Headteacher : Mr. T. Griffiths

Dear Pat and Andy

25 November 2011

Business on the Move

Thank you for your excellent and competent 'delivery' of 'Business on the Move' to our Year 11 pupils. Our journey around this innovative and exciting board game was completely engaging and enlightening into many aspects of the business world. All pupils were instantly drawn in to finding out more about business strategies and applying them to their 'own' business.

The game allowed many aspects of the business environment to come to life. Ultimately, the decision-making processes necessary when involved in international trade and the supporting tertiary services – this gave to many opportunities for a realistic challenge. Pupils had a clear image of the importance of trade in our local, national and global community. Much enjoyment was derived from communicating and negotiating the purchase of assets and other necessary purchases. In addition, pupils were using a wide range of business terminology with confidence and accuracy throughout the game. This increasing familiarity using business terms gave rise to enhanced understanding; driven by numerous examples presented by the activity.

Business on the Move has enriched our Business Studies and extended curriculum giving pupils a true insight into business and commercial activity. Numeracy skills were particularly given a massive boost during the game when every throw of the dice had financial implications. The true picture of the business financial record was presented, by pupils in a balance sheet format, again giving pupils the chance to use recognised business techniques to demonstrate profit and loss.

Thank you so much for including Kettlethorpe High School in your Enterprise research programme. Our pupils have been very fortunate to have had the chance to explore and experience the development of their enterprise skills in a competitive and stimulating manner.

Yours sincerely

Mrs Janet Sharkey

Head of Business Studies

Perspectives on learning from 14 secondary teachers

Mrs M. Bunter, Director of Faculty and Head of Business Studies, Hartlepool 6th Form College, Hartlepool

The current syllabus that the students are learning, means that they have to consider key logistical decisions that businesses have to make on a day-to-day basis and also consider the consequences of such decisions that they make. The game gave the students a practical approach to quite demanding theory in a fun and enjoyable way.

Since testing the board game all students that took part have confirmed that it helped them to develop their understanding to a higher level and actually made them think about such key decisions that are required from a logistical point of view. Not only was it a fun way to learn it also stretched and challenged the students.

Ms R. Fox, Head of Business Studies, Belle Vue Boys School, Bradford

Year 9 and 11 students played the game and found it a very exciting opportunity. The groups felt it was a fantastic way to learn about business. They used communication skills as they talked to each other about choices made. They understand logistics and the costs involved in the process. They found the cards were unexpected and they had to overcome new challenges.

The groups were very engaged with the game and felt that it developed team work and they loved the competitive nature of '*Business on the Move*'.

I have never seen such challenging students work together, all were able to justify their choices to buy new transport methods.

Mrs Z. Murray, Year 8 Leader High Tunstall College of Science, Hartlepool

I have spoken to the students and they all said that they enjoyed playing the the game and in particular spending money on goods (assets) and planning/plotting their journey to try to outwit the other players. As the game developed, they were in control of their decisions and were reaping their rewards! They enjoyed the taking risks as they made their way around the board.

The game was a huge success with the students and they would like to see it introduced into the curriculum. All of the students said that it was a good educational resource.

Mrs C. Johnson, Mathematics teacher (Yr 7 & 9) Huntcliff School, Saltburn-by-the-Sea

The game had many commendable features:

- The game modelled a real-life situation
- Students applied their maths skills in a real-life situation
- It provided an opportunity to see the importance and relevance of Functional Skills in maths. an area of key importance in today's maths curriculum
- It provided an opportunity for students to interact, discuss ideas and learn from one another in an unpressurised situation
- It had applications for use in PSHCE, Geography and Business Studies
- It could be adapted for all ages and abilities but provided a challenge for our most able students
- It was a suitable activity to be used on a Curriculum Day (where students are off timetable and are given extra-curricular activities)

Mrs J. Sharkey, Head of Business Studies, Kettlethorpe High School, Maths & Computing College, Wakefield

Our journey around this innovative and exciting board game was completely engaging and enlightening into many aspects of the business world. All pupils were instantly drawn in to finding out more about business strategies and applying them to their 'own' business.

The game allowed many aspects of the business environment to come to life. Especially the decision-making processes necessary when involved in international trade and the supporting tertiary services – this gave many opportunities for a realistic challenge. Pupils had a clear image of the importance of trade on our local, national and global community. Much enjoyment was derived from communicating and negotiating the purchase of assets and other necessary purchases.

In addition, pupils were using a wide range of business terminology with confidence and accuracy throughout the game. The increasing familiarity using business terms gave rise to enhanced understanding; driven by numerous examples presented by the activity. *Business on the Move* has enriched our Business Studies and extended curriculum giving pupils a true insight into business and commercial activity.

Numeracy skills were particularly given a massive boost during the game when every throw of the dice had financial implications. The true picture of the financial record was presented, by pupils, in a balance sheet format, again giving pupils the chance to use recognised business techniques to demonstrate profit and loss. Our pupils have been fortunate to have chance to explore and experience the development of their enterprise skills in a competitive and stimulating manner.

Mrs. S. Stewart, Business & Partnership Manager, Buttershaw Business & Enterprise College, Bradford

The game gave an excellent insight into logistics and as business terminology was used throughout, also helped the students gain a better understanding of the world of work within a business environment.

Enhanced and used throughout the game were communication and negotiation skills. Being able to record and actively use profit and loss records, together with the financial implications dictated by throwing the dice, was an excellent way to utilise numeracy skills.

Mr A. Zia, Business and ICT Faculty, The South Leeds Academy, Leeds

The game introduced the business concepts of finance, distribution, logistics and economies of scale and engaged the students throughout. Linked with cross curricular areas such as maths.

Ms L. Merriman, Enterprise Coordinator, Brigshaw High School and Language College, Castleford

It is vital, especially in the current economic climate, we provide our young people with enterprise opportunities as well as business awareness. *Business on the Move* provides both. It was a great way to celebrate Global Entrepreneurship Week. *Business on the Move* also works well across age and upper ability levels and engages students with an understanding of business.

Mr R. Buckley, Course Leader for Business, The Co-operative Academy of Leeds, Leeds

Business on the Move is a very powerful tool and would be a real asset to have in the classroom. The game brings real life business scenarios and decision making into the classroom and engages pupils on a different level.

Business on the Move covers a plethora of business topics and enables learners to use a different angle to apply skills and knowledge.

The game enables teaching to reinforce critical skills and SEAL, which is crucial to pupils' progression and achievement.

Mr Lorne McNeill Senior Strategic Leader – Vocational, Enterprise & Business related aspects, Challenge College

All pupils were instantly drawn in to finding out more about business strategies and applying them to their 'own' ideas. They were motivated by the thought processes related to the game and felt that it tested their intelligence and was really related to maths, literacy, science, technology and geography as well as business.

D. Proudfoot, Head of BEICT faculty, Great Sankey High School, Warrington

The students enjoyed the decision making aspect of the game, this really taxed their higher order analytical and evaluative skills. It helped them with the understanding of business.

Ms L. Morris, Head of House, whole school responsibility for Enterprise, Dixons Allerton Academy, Bradford

The students thoroughly enjoyed playing the game and by the end of the session were familiar with lots of new terms and ideas related to enterprise.

Ms H. Innes, Assistant Head of Vocational, Ralph Thoresby School, Leeds

All students were able to access the game irrespective of ability and all were clearly learning. A good way to get across a key concept and get it embedded within a lesson.

Miss A. Hunter, St Wilfred's, Catholic High School & Sixth Form College, Featherstone, West Yorkshire

Of our 10 Foundation Learning Tier students, 5 are autistic or have Aspergers, all have moderate learning difficulties, one student is an elective mute. Aged 11 or 12 years, all reading ages are below 7 chronological years.

The game is appropriate to this age group with specific learning needs. Basing the game on the idea of owning their own business opens up a whole new world in a board game and takes learning beyond the classroom to a new level. Ownership drives each child, allowing them choice and thus consequence over their own 'destiny'. The game empowers children to believe they can achieve whatever they wish, a powerful and effective tool as witnessed today. Brilliant!