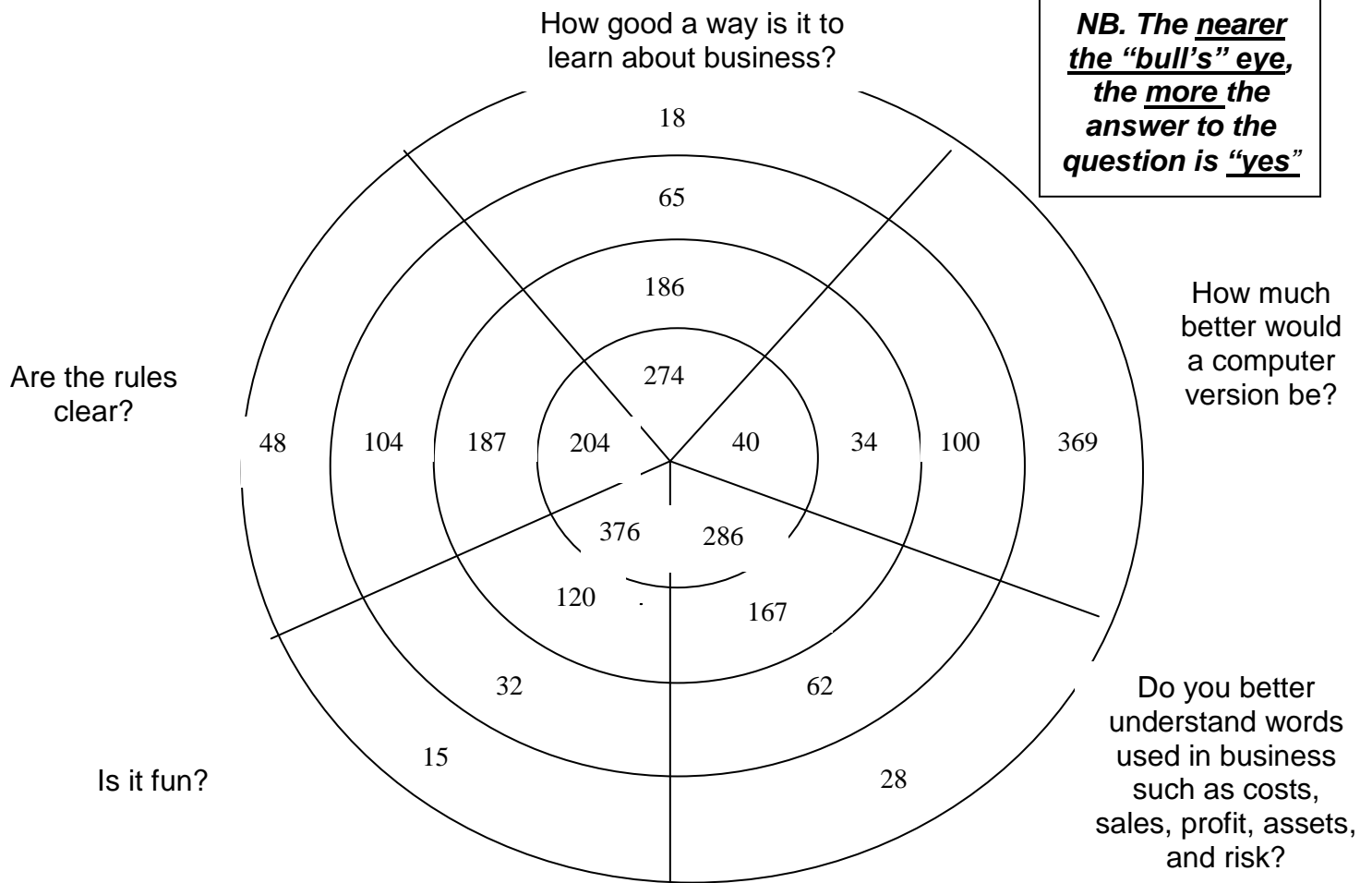


Business on the Move ~ Evaluation Summary

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



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.