

Delivering active learning for all



The big picture of global supply chains

* in training * for education *

* within business * at home

What people say about *Business on the Move*

“*Business on the Move* is an excellent board game that captures the essence of logistics and supply chains. What makes it special is its versatility: it works for young people new to logistics and for experienced managers in the sector too.”

– Steve Kay, Quality Culture

“Innovative and fun, this board game brings logistics to life.”

– Richard Maries, Training Manager with Morrisons plc at Swan Valley

“I brought it back to the office and cascaded the rules to my Functional Skills Tutor who took it out the next day to use. The trainees loved it.”

– Peter Kelley, Lunar Training

“For me, as a facilitator, it was extremely satisfying to watch how quickly all students captured some of the philosophies and key principles that underpin Supply Chains and Logistics – the versatility of the game truly allows for this.”

– Ian Evans, Senior Teaching/ Research Fellow at the University of Warwick

“*Business on the Move* ensures challenge, cross curricular learning and pace. It is rare to find an activity that holds the attention of such a varied group for so long!”

– Teacher, Crigglestone St. James’ CE (VC) J & I School, Wakefield

The 3Cs of *Business on the Move*

The game aims to:

Celebrate the importance of supply chains.

Spark the **C**uriosity of tomorrow’s logisticians

Make supply chains a ‘**C**areer of choice’.

Our vision is that the Global edition is a powerful and enjoyable way to learn about logistics, supply chains and business as a whole



**“A versatile
business game for
young people, new
recruits and
experienced
logisticians”**



Business on the Move **in training and Higher Education**

- Gets across the ‘big picture’ of global supply chains.
- Its versatility and different levels mean the game can be geared to meet the needs of potential recruits, apprentices and experienced professionals.
- Adds a fun and interactive resource to any training portfolio.
- Option to integrate key corporate issues into game play via Advanced card pack.
- Further options to incorporate corporate brand(s) into the playing of the game.

Business on the Move **in schools**

- Inspires and excites young people about how business and global supply chains work.
- Makes real connections between the classroom and business reality.
- Develops the ‘softer’ employability and enterprise skills that young people need in their future working lives.



Real businesses feature throughout the game. This makes the game ‘real’, reinforced by more than 50 activities created with sponsors for further learning before and/or after playing the game.

Possible next steps

Here are some ideas on what you could do next...

- See the game in action on our website and listen to the views of employers, trainers, teachers and young people
- Explore our Learning Zone with its 50+ resources, developed with sponsors to offer lots of choices of follow-up material for all ages
- Purchase a single game through our online SHOP and try it for yourself
- Order a set of 4 games, ideal for use with larger groups and/or for donation to your local school
- Incorporate your own organisation into actual game play ~ please note that a minimum order of 4 copies of *Business on the Move* is required to customise games.
- Invite us to run a workshop for you.

Get in touch



info@businessonthemove.org



44 (0)7557 301238

44 (0)1642 386329



Business on the Move
Reg. Office,
384 Linthorpe Road,
Middlesbrough
TS5 6HA

“The Advanced Cards will help players, already employed in the transport and logistics sectors, to relate to real challenges and choices that they have to make in their professional roles. Definitely an excellent addition to the game.”

– Jon Harris, CILT International
Professional Development
Coordinator

www.businessonthemove.org

Business on the Move is distributed through The Very Enterprising Community Interest Company (CIC). A CIC is a form of social enterprise with an ‘asset lock’ that guarantees any surpluses are re-invested in the community.