



Global Edition



The big picture of global supply chains
* in training * for education * at home

Introducing *Business on the Move*, the Global Edition

The first, UK-centric edition of *Business on the Move* has been a resounding success: thanks to the generosity of all our sponsors it's now played in hundreds of schools, colleges, universities and businesses.

Our new Global Edition has been developed to be played and enjoyed around the world, incorporating a number of enhancements:

More global, featuring a map of the world including the Americas & overseas sponsors

Incorporating two-way trade, west to east & east to west; effectively both exports & imports

Using \$s rather than £s

Opportunities to invest in 'Skills' as a means of boosting business performance

Even more interactive than the first edition

Featuring Electronic Data Interchange (EDI) to integrate 'Air & Sea' & 'Rail & Road' turns



The 3Cs of *Business on the Move*

The new Global edition and our first edition share the same key aims. These are 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 by 2022, over 200,000 people will have played *Business on the Move*.

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



Business on the Move **in training and HE**

- Gets across the ‘big picture’ of global supply chains.
- Its versatility and different levels means the game can be geared to meet the needs of potential recruits and experienced professionals.
- Adds a fun and interactive resource to internal 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 after playing the game.

Next steps

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

- Explore our website www.businessonthemove.org where you can click on 'Gallery' to see the game in action, or 'Learning' to discover its accompanying resources
- Purchase a single game and try it for yourself
- Order a set of 4 games, ideal for use with larger groups of up to 36 players and/or for donation to inspire your local school.

Or get in touch to ask any questions at all, such as:

- What's different about the Advanced card packs?
- How can my organisation's branding be incorporated into active game play?
- What workshops do you run?

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

"Business on the Move is a great way to inspire young people about career opportunities in the logistics and supply chain sector, as well as business as a whole. We're delighted to be involved!"

– Kathryn Wightman-Beaven,
Director, Global Sustainability,
DP World Head Office

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.