



## An overview of our Workshops to support *Business on the Move*

We do offer **workshops** to enable your organisation to make the most of *Business on the Move*.

Because our partners range from small businesses to multinational corporations and from primary schools to universities, we recommend you build your own programme by combining the elements below that are most appropriate to your organisation.

As well as selecting a mix of elements, you are invited to highlight any aspects you particularly wish to prioritise. Every element is highly flexible and can be covered 'lightly' in as little as 20 minutes or discussed in detail for 60+ minutes.

1. **"Getting Started"** is principally for organisations new to *Business on the Move* that wish to introduce the game to a number of colleagues and, with the creators of the game leading such a session, value the reassurance of knowing that any question will be fully addressed. Most of this element focuses on playing the basic "Level One" game until at least players "get it". Many new to the game ask us to spend a longer time on this element in order to sample the audio-visual resources available to support learning the Rules and to explore various debriefing options.
2. **"A platform for learning"** focuses on when and how to move through the 3 game levels and on different ways to add dimensions (including the two only accessible online). This element can also include alternative game formats such as the 'Express', 'Tournament' and 'Staff Away Day' options. Level 3 can be made especially challenging by incorporating reverse logistics and/or financial analysis.....and, later during 2020, Advanced 'Air & Sea' and 'Rail & Road' cards.
3. **"Much more than a board game"** looks beyond the game itself to all the associated resources additionally available through our website. At the heart of this session is an opportunity to sample the 50+ activities jointly created with sponsors to make a real connection between the game and their own organisation. These group exercises have been variously adapted for use, not only in schools, but also in higher education and training.
4. **"Business on the Move in practice"** provides an opportunity to learn how 20 of our partners are making use of their games and may well inspire you to add to these examples!
5. **"Business engaging with Schools"** looks at how education is using *Business on the Move*. This element explores the importance of regarding *Business on the Move*, **not** as a parcel to be dropped off at the school office, but rather as an **inspirational experience** for its young people. The session explores what the offer to schools might look like and tips for introducing the game to schools.
6. **Discussion.** It goes without saying that every workshop should build in discussion time both within individual elements and at the end in order to ensure that *Business on the Move* is deployed to its maximum benefit for all involved.

**More details are available on request by emailing us at [info@businessonthemove.org](mailto:info@businessonthemove.org)**