

## Legi Games Proforma

**Name of Resource:** The Business Game  
**Developer** PixeLearning  
**Key Legi Contact** Lucy Cooper 02476 831319  
**Suitable for Age** 14 – 17 years

Material Format	Please tick all that apply				Delivery Method	Please tick all that apply			
	Computer Programme	<input checked="" type="checkbox"/>	Books / Materials	<input type="checkbox"/>			Classroom Activity	<input checked="" type="checkbox"/>	Small Group Work
Web based Programme	<input checked="" type="checkbox"/>	Project Kit	<input type="checkbox"/>		Large Group Work	<input type="checkbox"/>	Individual Activity	<input checked="" type="checkbox"/>	
Board Game	<input type="checkbox"/>		<input type="checkbox"/>			<input type="checkbox"/>		<input type="checkbox"/>	

### Description of Activity & Potential Duration

The Business Game places the user into a realistic business scenario where they develop and market a new product.

It is an online simulation, which uses a login password to access the games interface.

The game has been developed in line with the 'National Strategy for Enterprise Education' to provide an excellent way of introducing enterprise to teenagers.

This game can be used in a classroom session with a minimum duration of 45 minutes.

### Key Outcomes Achievable.

- Develop a practical knowledge of the decisions involved with running a business.
- Develops initiative and problem solving abilities.
- Promotes an understanding of how business issues such as finance, sales and marketing are affected by each other.

### Other information:

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