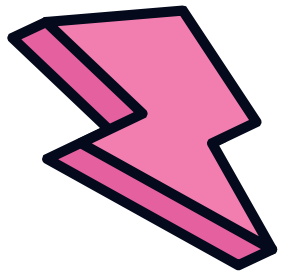


Entrepreneur Challenge

& Energiser



Entrepreneur Challenge



GAME CONCEPT

This game was the brainchild of Tim Arnold from Free Agency Teaching Agency in Melbourne. Tim is an entrepreneur and has given us this idea from a game that he loved from years ago when he was in grade five. The requires that all students understand what an entrepreneur is, so we recommended either watching some YouTube clips on famous entrepreneurs or actually getting a guest speaker in to explain what it is that they do.

Instructions

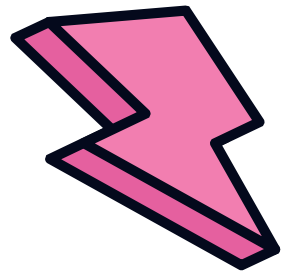
In brief, an entrepreneur can be anyone and anything, hence why every one student in the class today is going to have the opportunity to explore this with our class challenge. The mission that all students are going to be a part of today is quite simple. They have won the lottery, and they have all been given one million dollars each. Make sure that you explain the story and talk about the opportunity that they all have now. This is the main game mechanics in the narrative of the situation. Build the story around the million dollars and how they have won this. With the aim to see what they can turn that first million dollars into as an entrepreneur.

Each student will need access to an iPad or computer for this challenge, as they will need to be able to use the website www.gumtree.com or a website similar that you can basically buy anything on. If you do not have access to Gumtree then as the teacher select another website that students can use to purchase business's, vehicles, real estate and basically anything that is possible to sell.

Depending on the length of your class time, you can make this activity as in-depth or as simple as possible. The aim of the challenge is for students to use each use their million dollars to purchase a business, land, resources or items and use them to create a company and start generating an income. There is no right or wrong answer in the game, but the students will be awarded higher points for the highest return on their investment. This means the more money their business they create can generate from their original investment the better.
about.



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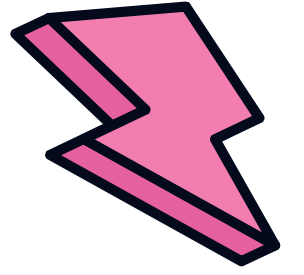
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The students will need to take screenshots or copy and paste all transactions into a portfolio or a presentation of what they have created. They will also need to keep a budget and make sure that they are not going overboard and spend over the million dollars that they each have. We also recommended that you make it so each item they buy must be worth less than 50% of their overall budget. This will stop students from putting all of their eggs in one basket which you can talk about as if that one idea fails you will be in a lot of trouble. There will be so many excellent learning outcomes and real-life situations you can have discussions about.

The student or students who can generate the highest profit for their investment will be crowned the top entrepreneur at the end of the challenge. As we have mentioned the game can go on and on for as long as possible with money earned from investments being invested back into the business to grow and expand when that occurs, if that does happen as well. We like to finish the game with a presentation where each student presents their business and explains what they have spent, the main income streams for the company and what assets they have bought and so on. Here are some examples that you can talk to students about before you start the challenge to give them an idea of what's possible. is designed to let students experience the real-life skills of budgeting and managing every aspect of a business. Good luck, some of the results from students will be super impressive.



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Examples for students

Office sharing

A student could buy a large open space, and use the rest of the funds to turn it into a shared working space with offices and hot desking options. They would need to take into account the set up costs and what materials are required in order to make a space work and inviting for solo entrepreneurs or small businesses to rent the space. The potential to have many clients paying day rates would generate a substantial revenue stream.

Farming

Students could buy a farm or land and use it to plant crops, or breed animals. They would need to take into account the different costs for farming equipment and also what crops and animals cost to buy and what they can sell them for in the future to make a profit. You can also explain that in this business you are reliant on the rain and sun to be kind.

The possibilities are endless, and the great thing about this activity is that students can use as much creativity as they like and design a brand new business from the start. Alternatively, they can resort to something they already know and build it from the ground up. This activity is designed to let students experience the real-life skills of budgeting and managing every aspect of a business. Good luck, some of the results from students will be super impressive.