



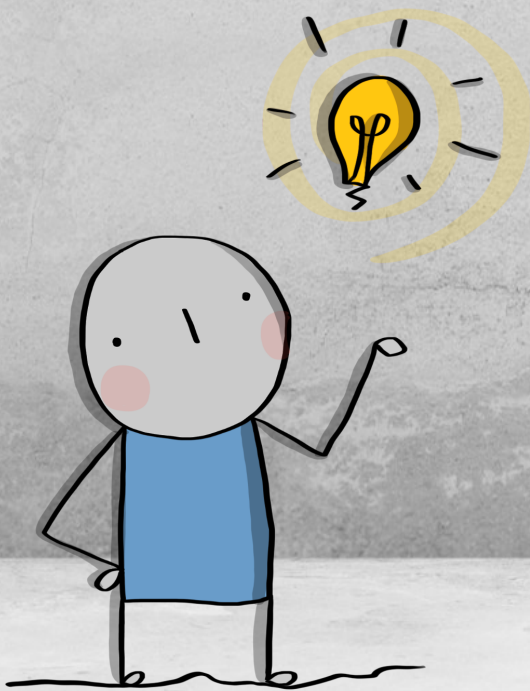
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entertaining
education

Manual for Trainers

Social Entrepreneurship Game



In this manual you can find an instruction to run a **Simulation Game** developed within the "**Entertaining Education**" Strategic Partnership project in the youth field ran by fantastic people who are passionate about social entrepreneurship and games.

Enjoy!



Entertaining Education Team



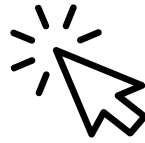
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Entertaining Education

Items you will need beforehand:

- All materials can be found [here](#).
- Computer connected to a projector.
- Printed materials:
 - Balance sheet (1 per group),
 - insurance offer sheet (1 per group),
 - consultants offer sheet (1 per group).
 - 18 situation cards (kept by trainer),
 - 18 accident cards (kept by trainer),
 - 3 consultant cards per group (kept by trainer)
- Pens for participants
- Calculators / phones with calculators for participants



The game can be played with 2-6 teams, ideal numbers being 3-5. Each team can have up to 6 members.

Set up a table with pens for each group, where they can all sit together and see the projector at the same time.

Shuffle the accident and situation decks and keep them together with the consultant cards on the trainer's desk

Since this game requires some preparation, we recommend setting up the game at least 20 minutes beforehand.

Game running manual:

1. Open the balance sheet for trainers. Prepare as many lists of the excel sheet as you have groups. Use the presentation to explain the rules.
2. When teams need to decide if they want to use consultants or purchase insurance, give them a time limit and go around to sell consultant cards. Help them write up their insurance in their card.
3. Once insurance is set, announce the global event and go around the tables with accident and situation cards. Help groups put the effects of the cards in the balance sheet.
4. After events groups decide on marketing and CSR. Don't give them any advice, only sell them consultant cards. (they can also buy now and recompute their balance)
5. Then the groups count their profit and taxes and come to you with their final balance. Put data in the excel sheet (be careful to put all expenses with MINUS) and check if their table is correct. Tell them the income and expenses for next round.
6. During the game, the interest rates of loans and taxes are changing. You can easily change the rates for all teams in list "overview".
7. The game is designed to end after 5 rounds, but don't hesitate to end it before after a full round. The learning outcomes are similar also after 2 or 3 rounds.
8. At the game end, you can show the results in the excel list "overview" by putting the final round in the blue box. You can also show teams how the game developed by showing different rounds and the results and discuss strategies.

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PROJECT PARTNERS:



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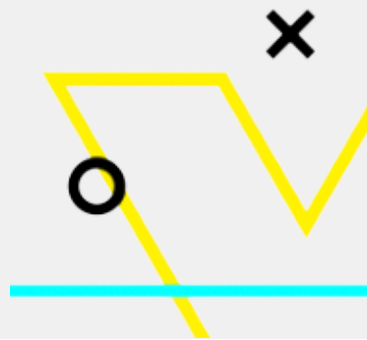
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