

Business and Economic Unit - Weeks 6 – 10

Students,

Individually or in groups you will be required to plan, create and make a chance game to present to the rest of Woodlands Primary at the Fair Fayre in Week 10. Each **student** will receive a \$5 budget. The game must be fully produced by you as a business and any materials that are included in your game must be bought from **your budget**. (Game creation and equipment, poster/advertising material, prizing). **There will be zero 'new' plastic prizes.**

Equipment to make the product (e.g. Glue Guns, screwdrivers, computers, scissors etc.) can be borrowed and will not be included in your budget. If you have any questions please speak to your business managers (Mr Drayton, Mr Todd)

Your businesses (groups) will have one folder to place all business documents, these documents will be listed later on.

The assessment for this task will be based on several things:

- The chance experiment you conduct
 - Incl. all data collection
- The quality of your final business folder
- A self and peer assessment.
- An assessment in Week 10 based on business structures.

Required in your folder:

- Copies of all planning documents, brainstorms, price lists, research, surveys. etc.
- Your experimental data for your game
- Full item and equipment list
- Budget Plan **(to be done in class)**
- Copy of your purchasing order.
- Business reflection sheet
- All advertising (Posters, links to commercials, business name, logo, slogan etc.)

The schedule (We will meet once a week)

	Week 6 – 1 Hour	Week 7 – 3 Hours	Week 8 – 3 Hours	Week 9 – 3 Hours	Week 10 – 6 Hours
During the lessons	Concept Introduced Brainstorming Ideas Introduce the Equipment Shop. Prize Parameters. Surveying?	Loan Discussion – Sign and Send Loans. (In class) Budget Plan Discussing Ideas Play Chance games (in Class) Game making Decide on a game idea (name, chance element) and fill in purchase order	Chance Experiment on your game. Budget discussion Finalise orders Business logos and slogan Decide what your game is called. Think about prizing and create signage/ print for the game. 1st Purchasing Order to Business Managers by Monday 5th Sep	Discount Discussion 3 goes for \$1 Persuasive Language research Pricing and profit - Prizing Product commercial creation introduction <u>Create game, Advertising poster</u> Create video advert	<u>Marketing Week</u> 2nd Purchasing Order to Business Managers by Monday 19th Sep Finalise Advert Creation to send to school teachers and home. Reflection and profit discussion Business Reflection Sheet Fair Fayre Loan payback required Friday 23 rd Sept

Self and peer assessment sheet

You will each fill this in to assess your performance and the rest of your group.

This will be done online)

3 points = A lot, 2 points = a little bit, 1 point = not at all

<u>Criteria</u> <u>Did this person:</u>	Your Name	Group Member 1	Group Member 2	Group Member 3
Help in development and discussion of game ideas				
Take part in market research (other products, surveys, graphs)				
Take part in the chance experiment				
Work with the group to create the budget and the purchasing order				
Work well with the group to help make the game.				
Make contributions to the business advertising (Logo, slogan, video commercial, posters)				
Take part in pricing discussions				
Work well in the group overall				

The Fair Fayre!

On Thursday 22nd September, as a year group we will set up stalls on 2 basketball courts.

Set up time is at **2.30pm** and we will game from **3.10pm to 4.30pm**

I would like to see as many students at the fair as possible however, if you can not attend it will not affect your grade.
Your Business Manager will be available for questions throughout the 5 week process please ask as much as you need to understand the process and the project.