

Theme: Business simulation

Objectives:

To teach participants about different actors and rules involved in entrepreneurship;
To develop the participants competences in risk assessment and strategy planning;
To develop creativity and logical thinking;

Conditions: indoor or outdoor, but there should be plenty of space for participants to move around.

Materials needed: a spoon for each member of the group, a bag of candy, pens

Group size: +12

Time: at least 30 minutes

Preparation

Prepare in one corner of the room a “warehouse” where you will put all the candy. Create out of pens an enclosed space for the candy. Mark this space with a paper sign saying “warehouse”. In the opposite corner of the room create a “shop” - another enclosed space made out of pens, but this one will have no candy in it. Mark this space with a paper sign saying “shop”.

Prepare written instructions for the three groups: Mafia, Police and Business Owners.

Instructions

Give each person a spoon and divide the group into three teams. One group will be MAFIA, one group will be the POLICE and the other group will be the BUSINESS OWNERS. The Business Owners will start the game from the “shop” corner. Mafia will have their designated headquarters in the corner of the room, situated on the left side from the “shop”. Police will have their designated headquarters in the corner of the room, situated on the right side from the “shop”. The Police head-quarters include the “jail” – a sitting area with a few chairs or a couch. No one is based at the candy warehouse.

Give each group their written instructions. Go to every group and make sure they understand the rules. During the game you have to keep the time for the Police and announce when they are working and when they are on break.

Instructions for Business Owners:

Your goal is to transport as much candy as possible from the warehouse to your shop, in 12 minutes. Each of you can only carry one candy at a time. The candy has to be transported in the spoon. You have to be very careful, because Mafia is after your candy. To take candy from the warehouse, you must remove one pen, but after you take the candy, you have to close “the door” of the warehouse, by putting the pen back. If you leave the warehouse open, Mafia can come and still your candy.

If you are touched by a member of the Mafia team you have to give them the candy you were transporting. If you see any Police around you can alert them of the danger you are in and they can choose to arrest the Mafia member that was after you. But be careful, not all cops are honest, and if you announce the danger to a corrupt cop, you

might be the one that ends up in jail. And then the game is over for you. The rest of your team will continue to play without you. Throughout the game you have to walk very slowly, placing your heel in front of your toe, almost tiptoeing.

You win the game if you manage to collect more candy than the Mafia.

Instructions for the Police:

Your job is to protect the community and make sure that Business owners can conduct their business without interference from the Mafia. The goal of the Business owners is to transport as much candy as possible from the warehouse to their shop. The goal of the Mafia is to steal the candy from the Business owners.

Half of you will be honest cops and the other half corrupt cops. Decide amongst yourselves which part you want to play.

As a public institution you have a fix schedule: you work for two minutes and then you take a break for two minutes. This means, that in the total 12 minutes of the game, you can only intervene in 3 rounds, two minutes each.

Within working minutes you patrol the game area and if any Business owner alerts you that he is in danger of being robbed you have to intervene. If you are an honest cop then you arrest the Mafia member and escort them to jail. If you are a corrupt cop, then you arrest the Business owner and accept the candy stolen by the Mafia member as bribe. You can only transport the candy in your spoon.

Throughout the game you have to walk very slowly, placing your heel in front of arrested and taken to jail and the game is over for you. The rest of your team continues to play without you. If you are caught by a corrupt cop, then you can bribe them, by giving them the candy you were stealing. You have to return to your base and start again, but at least, you will have your freedom.

You win the game if you manage to collect more candy than the Business owners.

Instruction for Mafia:

Your goal is to steal the candy from the Business owners and transport it back to your headquarters. The goal of the Business owners is to transport as much candy as possible from the warehouse to their shop. Throughout the game you have to walk very slowly, placing your heel in front of your toe, almost tiptoeing.

To steal candy from Business owners you have to get close to them and touch them. If you touch them, then they have to give you the candy they were transporting, and you have to carry it slowly to your base. You can only transport the candy in your spoon. You can also steal candy from the warehouse, if Business owners forget to close the door of the warehouse.

Be careful, Police is also involved, and not all cops are on your side. If you are caught by an honest cop trying to steal from the Business owners, then you are arrested and taken to jail and the game is over for you. The rest of your team continues to play without you. If you are caught by a corrupt cop, then you can bribe them, by giving them the candy you were stealing. You have to return to your base and start again, but at least, you will have your freedom.

You win the game if you manage to collect more candy than the Business owners.

Topics and questions for debriefing:

How did you feel playing this game?

What was frustrating about the game?

What was difficult in your group?

In which way do you think the game relates to everyday life?