

Teaching entrepreneurship with educational games

„A game is like a mirror that allows you to look at yourself“ Robert Kiyosaki

Games used to be played only for fun by children and teenagers mainly. In recent years an important role of games in education has been noticed – gamification.

Methods based on gamification are used by business schools, consulting companies use them for recruitment and finding talented people. Business coaches also work with games. It is time for teachers to start using games.

There are many reasons for such big interest in games:

- classic methods are becoming unattractive - especially those used at schools
- curriculum introduces knowledge and improves skills and games complement them by developing attitudes
- players learn faster and more effectively.

On the basis of psychological research, we remember 85-90% of what we perform and only 50% of what we see and hear.

That is why we consider games as a wonderful tool and recommend using them in the lessons of entrepreneurship.

Why do we play?

Because we think that:

- It is an interesting way to draw attention to a difficult subject of economy and entrepreneurship
- Learning is also gaining new experiences and games make it easier to take risk
- Students willingly take part in active forms of education
- Players can quickly estimate their share in the final result of the game
- It is possible to work out various solutions to the problem
- The players and the leaders of the game have the possibility to get to know one another and discuss together different solutions
- Games are a popular form of social activity

Who do we play educational games with?

ADULTS:

- **Students** of the Secondary School for Adults
- **Prisoners** – students of the Secondary School for Adults on the premises of the local prison
- **Course participants** – adults from disadvantaged groups – unemployed, permanently unemployed or disabled
- **PCKK staff** during the internal trainings
- **Seniors** from the Academy of Third Age
- **Hospital patients** (psychiatric ward)

YOUTH:

- **Students** of the University of Economics (banking and management)
- Upper secondary school **students**
- Lower secondary school **students**
- **Youth of disadvantaged groups** – participants of educational projects
- **Trainees and volunteers**

Why do we play?

- To learn market mechanisms in the school environment
- To get to know your own sense of entrepreneurship
- To increase self-knowledge by different elements of the game
- To discover new abilities

What do we improve?

Abilities:

- Negotiation
- Team work
- Leadership
- Creativity
- Planning
- Assertiveness
- Motivation
- Work with emotions etc.

Knowledge:

- Basics of economy
- Banking
- Investment
- Accountancy
- Economic resources
- Market functioning etc.

How do we play?

- Games last 20 minutes to 2 hours
- They are adjusted to the intellectual level of the participants
- 10 to 40 players can take part in a game (e.g. one group or one class)
- They can take place in any conditions (usually a classroom)
- Low expenditures (participants need a piece of paper, a pencil, a calculator)