ALLANGRAY
ENTREPRENEURSHIP
CHALLENGE

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The Allan Gray Entrepreneurship Challenge

Module 1 Teacher's pack

Module Video ▶

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Welcome

Welcome to the Allan Gray Entrepreneurship Challenge - we're so excited to have you on board!

This is the first of our module–based teachers' packs, which are crammed with information that will help you better understand each module of gameplay, so that you can offer your learners tips, tools and techniques to help them get ahead once you are back in the classroom.

During each module, we suggest that you take these steps so that you can better connect with your learners, enable them to familiarise themselves with the material, and ensure that your fellow teachers are on board with the Challenges.

To set aside some gameplay, time we suggest that you schedule **one session at the beginning of each week** (between 20 and 30 minutes). You will use this time to check in with your learners, find out if they are experiencing any challenges, and explain what they can expect from the module ahead.

Please **check in with your school's IT department** to ensure that the learners are able to access the gaming network during school hours.

It's also a good idea to remind your learners of the importance of **finding mentors - parents, older siblings, subject matter experts or other people** in their networks - who have some experience of the world of business and can guide them through some of the challenges and quests that they are about to embark on.

Further, we suggest that you **form a partnership with teachers** of these subjects; meeting once a week (perhaps during your lunch break in the staff room) to discuss how they can incorporate the topics included in the Challenge into their lessons.

> **It's important to find mentors.**

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Getting to grips with the Challenge and its outcomes

Since this is the very first module of play, we'd like to explain a little more about the Allan Gray Entrepreneurship Challenge, it's aims and outcomes.

The Challenge is an endeavour to democratise entrepreneurship education, which we believe is a basic human right. In a world that is characterised by volatility, uncertainty, complexity and ambiguity, we believe that **it is imperative that every child is given the tools to develop an entrepreneurial mindset,** as this will equip them with the skills needed to identify opportunities and work towards realizing them.

We have made the Allan Gray Entrepreneurship Challenge freely available to all high school learners from Grade 8, so that they can develop these skills. They do this by taking part in our special game, which takes place in our animated 2D gaming network.

AGEC has been designed so that it is highly relatable to a number of subjects in the school curriculum, including accounting, business economics, economics, languages (English), life orientation, computer science and technology; although it touches on many other subjects, too.
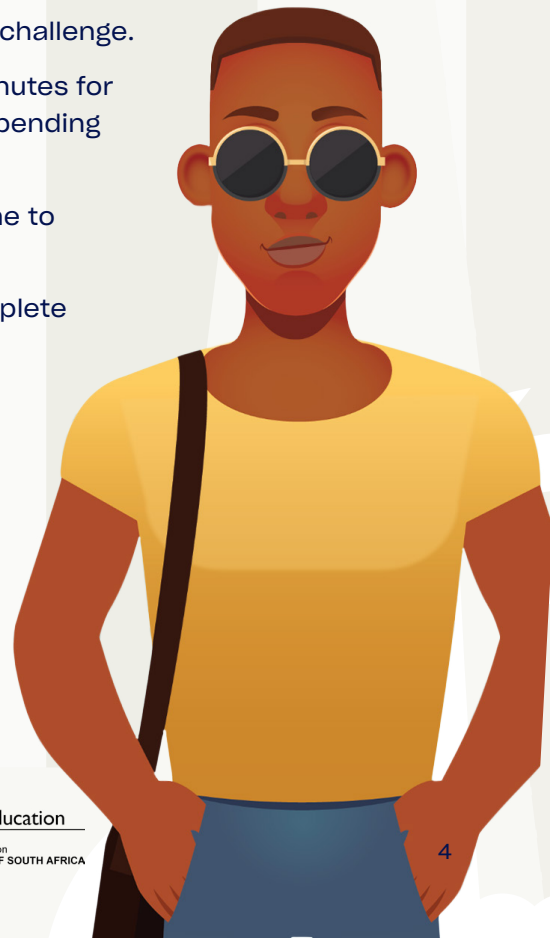
Getting your learners game ready

Since your players will be encountering the Challenge for the first time with this module,, they also need to know a little more about it. Please focus on the following points, all of which can be explained during your first classroom activities session:

STEP 1: As a classroom-based activity, AGEC is a five-module challenge.

STEP 2: Learners are encouraged to set at least 25 and 30 minutes for gameplay every weekday and can be completed in a week, depending on availability to resources.

STEP 3: Learners will need to allocate the same amount of time to complete and submit a multiple-choice assignment.

STEP 4: Please note that although it is not compulsory to complete assignments, it is highly advisable that learners do so. This is because assignments are one of the key ways for learners to earn the points that, once tallied, will help us identify the winner of the Challenge.

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How can learners earn business, social and XP points?

01 Firstly

They will be allocated points for actively playing the game.

02 Secondly

Remember that AGEC is a 2D video game taking place within an animated network, where participants are expected to select an avatar before completing a number of business-related quests. Points are earned every time the player completes that task, depending on how this leads to growth in their business or how it impacts the in-game society. These points are known as business or social points.

Important to know

Most of the participants taking part in the game will have **no prior business experience** - and so, to complete the quests they have set, they will have to gain insight and knowledge. This can be done by holding conversations with mentors we have appointed in the game world and reading our resource material. This material also contains important information about the risks they may be faced with as they take the next step in building their businesses, as well as critical tips about what happens next, which may help them make better-informed decisions. Again, while the conversations and research are not compulsory, **we urge you to encourage your learners to take part** - not only because these conversations will give them a more thorough understanding of business principles, but also because participating demonstrates their commitment to the learning process. What's more, learners are able to earn experience (XP) points from taking part in these conversations.

Points from all three categories - assignments, business and social points, and XP points - are tallied to find out who is topping the leaderboard.

The price of a decision!

Please remind your learners that the **game is fully integrated;** in other words, any poor decisions that they make early on in the game will affect the performance of their business at a later stage. **All the more reason to pay attention right from the beginning!**

It's also important to point out that one module in real life is equal to one year in the gaming world. So, module one is the equivalent of that all-important first year of business.

Here's a quick overview!

The first module of gameplay focuses on the basics of business; specifically, starting out.

STEP 1: Players should **register on the Gaming Network** and select an avatar (remember that teachers, parents and mentors are encouraged to register too, as this will allow you to monitor gameplay as it takes place in real time).

STEP 2: Next, learners will be asked to **choose which industry they would like to operate: FinTech, EdTech, HealthTech or FoodTech** (in industries we have chosen specifically because we believe they represent the areas where entrepreneurs stand to make the greatest impact going forward).

STEP 3: Now it's time to **start building** that business. To do this, players will first have to find and introduce themselves to their mentor, register their company, start recruiting an executive team, and identify the best avenues for funding.

What happens in Module 2?

As we've mentioned, whatever actions players complete during the first module of play will affect next module's play - so those decisions must be made with great care.

In Module 2, or the second year of doing business, we'll continue with processes that are essential to establishing a solid grounding for any business: we'll be recruiting a product specialist that will actually help build the product, and we'll introduce players to the concept of Broad-Based Black Economic Empowerment (B-BBEE).

This all sets the scene for Module 3, when we'll embark on one of the most exciting stages of the entrepreneurship journey: launching the product to the market!

For now, though, Module 1 is about getting a good start. It might be one of the easiest modules in terms of quests, but it's also one of the most critical - so let's get cracking!

Enquiries

Download the AGEC 2D Game

Available on the App Store | GET IT ON Google Play

Download the AGEC Gaming Network App

Available on the App Store | GET IT ON Google Play

Students and Teachers to follow the Allan Gray Entrepreneurship Challenge on social media:

Click here to connect

Queries may be sent to info@entrepreneurshipchallenge.co.za

Find FAQs and answers here, entrepreneurshipchallenge.co.za

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