



## Tips for Teachers

### PREPARATION

- For each round of the game, you will need a stopwatch (e.g. mobile phone), a way to record ideas (flipchart or paper on the wall), and a small playing piece to move around the board. If the board is laminated, a foil pen is recommended.
- The game is designed for several small groups ('islands') to work in parallel. Each small group needs its own game board, tokens and step cards. The problem, challenge and creative solution cards can also be divided among four groups, for example, if necessary – this is not ideal, but it works. Therefore, print out the materials accordingly.
- Since you cannot moderate all groups at the same time, consider in advance which students you think are capable of taking on this role. Other roles can be assigned according to preference, drawn by lot or assigned by you.
- You can preselect cards (problem, challenge and creative solution cards) at any time. Each group needs a maximum of 2 'creative solution' cards and 3 'challenge' cards (at least one from each of the three areas) throughout the game. You can also select the problem cards in advance. The three difficulty levels are marked in the top right-hand corner: *gentle breeze*, *strong wind*, *tornado*.

- Creative solution cards do not always match every problem card. If this bothers you or you want to increase the accuracy of the match, you can sort the cards in advance and put together suitable card stacks for each problem (and for the challenges, if necessary).

### MISCELLANEOUS

- The game can be ended without any problems after step 11A. At this point, each group will already have developed a new business idea. From step 11B onwards, this idea can be further explored and developed by the whole group.
- You can adapt all card content or create new cards. This allows you to flexibly tailor the game to your content goals and topics.