

## Found your own company



### Idea

The point of this game is that the children can get really creative by creating something themselves without any rules.

The children have to try to earn a lot of money as quickly as possible. To do this, children set up their own "company" ? 2x group of 4 2x group of 5

- They have to make a "product" (make/create several of them and practise selling them well, advertise functions)
- Then there is the "marketplace" where the leaders are customers (as many leaders as possible play along)
- The leaders can then negotiate how much of it they want and at what price, place new orders for production etc. / can sell a new version of it etc.
- There are event cards: e.g. inflation (children only get less money), "payday" children get money, etc.
- The company boss (a manager) always walks around the companies and checks their work, gives tips, motivates his employees.  
Every 15 minutes he collects the wages for his employees. (20 Fr.)

The winner is the group that has earned the most money ?