

## BUSINESS GAME:

Teams of students run a manufacturing business for the day, taking on roles including CEO, Head of Marketing, HR Manager and Finance Manager.

During the day they will:

- Buy supplies, manufacture and sell products
- Produce marketing campaigns and win orders from buyers
- Manage their finances and operate their bank account
- Deal with emergencies e.g. stock market crash or a strike



SATRO Business Games are suitable for all abilities. We involve business volunteers from all areas of the working world, giving young people a chance to talk to 'business ambassadors' about their day jobs.

## PLANET UTOPIA:

In this full day activity, the students are catapulted into the future where a new planet has been discovered with a very similar climate to Earth. This challenge is to establish a new society and design the infrastructure they will need to live and thrive.

They will look at different careers and consider their contribution within society, debate laws, learn about new technologies and sustainability, taking all these factors into account as they design a new city.



## HUMANITARIAN BRIDGE CHALLENGE:

Students must select seven people to build a bridge in a remote African village, considering job roles like engineers, hydrogeologists, ecologists, and site managers. They will decide on the bridge's location and type, learning about truss, arch, suspension, and beam designs.

Using K'Nex, teams will construct sample bridges, evaluate their strengths and weaknesses, and then design their own. The goal is to build a cost-effective, strong bridge that spans a set distance and supports a specified weight while developing teamwork, problem-solving, and communication skills.

**For more information or to book:**



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## CAREERS EXPLORER:

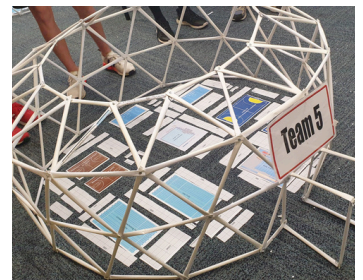
This is an interactive virtual or face-to-face workshop bringing students into contact with volunteers from business to learn about the different roles available, explore with them their career pathways and gain an understanding of the skills and qualifications they need to follow their own routes to work. The workshop starts with an introduction to the company and the breadth of jobs available within it and students then break into smaller groups.

This gives them the opportunity to quiz the business volunteers about their roles, the skills they need and how their careers have developed. The whole group then comes back together so that each one can give a presentation about what they've learned about the volunteers they've interviewed. The workshop concludes with a Q & A opportunity for students to learn more about the individual roles and what it's like to work at the participating company.



## SPORTS ARENA CHALLENGE:

The Sports Arena Challenge is suitable for a wide range of ages and abilities and explores ways of making structures. Teams design and model Sports Arenas to house multiple sports at a major games. The challenge includes estimating project cost and gets students to think about future uses of the arena and their commercial viability. Students act as Architects, Engineers and Accountants and each take responsibility for a part of the project. The day concludes with a short presentation of each teams work.



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