

FAST TRACK YOUR  
PREPARATION FOR  
THE NEW

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**EDEXCEL GCSE  
BUSINESS (9-1)**

# RESOURCES INCLUDE

## EXAM EXCELLENCE

- Perfecting Exam Technique – student guide
  - Application and Analysis Grid – developing skills of application
  - Developing Analysis – Stepping Stones PPT
  - Evaluation Excellence – Balloon Evaluation PPT
  - Evaluation template – structuring evaluation
  - Marking Grid – assessing student work
  - Peer Marking Activity
  - Paragraph Paramedic – perfecting the paragraph
  - Be the Examiner – marking activity for students
  - Holistic Marking Skyscraper – Editable PPT to introduce holistic marking
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## QUANTITATIVE SKILLS


- Calculations Mats (V1) Finance
  - Calculation Countdown – PPT game
  - Cashpoint Bidding War – PPT game
  - Calculations Grid – PPT game
  - Calculation Sheet Sample
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## TEACHING AND LEARNING RESOURCES

**Business Influences Resource Pack** – A full lesson solution! The Business Influences resource pack encourages students to consider the effects of a variety of internal and external influences on business. The resource includes a variety of tasks from simple card sorting tasks, ranking activities to promote evaluative skills to tasks requiring students to consider the impact of influences on the different functional areas and businesses. A flexible resource that offers a variety of teaching and learning approaches.

**Business Profile Cards and activities** – Pack of real business profiles to use as stimulus material for questions and further activities.

**Chocoholic Delight's Big Decision** – Will it be Krakow or Scarborough? A decision making activity, requiring students to consider the quantitative and qualitative factors a business must consider when choosing a location. The activity also provides the opportunity to consider the possibility of relocation overseas. The nature of the activity allows opportunities for students to explore the different functional areas of production, marketing, finance, and human resources in an integrated approach.



**Crumbs - Marketing Team Challenge** – McRities, the leading UK biscuit manufacturer is in trouble! Their marketing department needs teams to come up with a marketing strategy to improving sales of their biscuit products. This is a decision making, group activity delivered through a series of challenges. The resource taps into a number of marketing topics and is ideal to cover the integrated marketing mix.

**Data Challenge - Ready Foods 2 Go** – Ready to Go Foods needs to expand its product portfolio to grow the business. Which ready meal market should they target? This is a case file challenge. Groups are given a pack of seven case files containing qualitative and quantitative marketing data on the ready meal food market. Groups need to interpret and analyse the information to recommend which market Ready Foods 2 Go should enter.

**Entrepreneur Cards** – Quick lesson starter to explore the characteristics of an card activity of an entrepreneur.

**Essentially E- Commerce** – Full lesson solution containing a variety of engaging activities to build knowledge and understanding of E and M Commerce and the impact on business, customers and the community. Resource includes five activities - Spot the Brand PPT starter, card sorting activities, calculations, mini case study on Missguided plus tasks to develop students knowledge and understanding of the advantages and disadvantages of e-commerce.

**Finding Finance** – Five businesses looking for finance! This group activity allows students to explore the range of financial options open to a business and analyse the advantages and disadvantages of each, before evaluating the suitability of a chosen source of finance.

**Kinaesthetic Cash Flow** – Run Around Play Centre is looking for help with it's cash flow forecast. Group activity that uses a series information cards to allow students to explore the different elements of a cash flow forecast; inflows, outflows, opening balance and to make the required calculations for both net cash flow and closing balance.

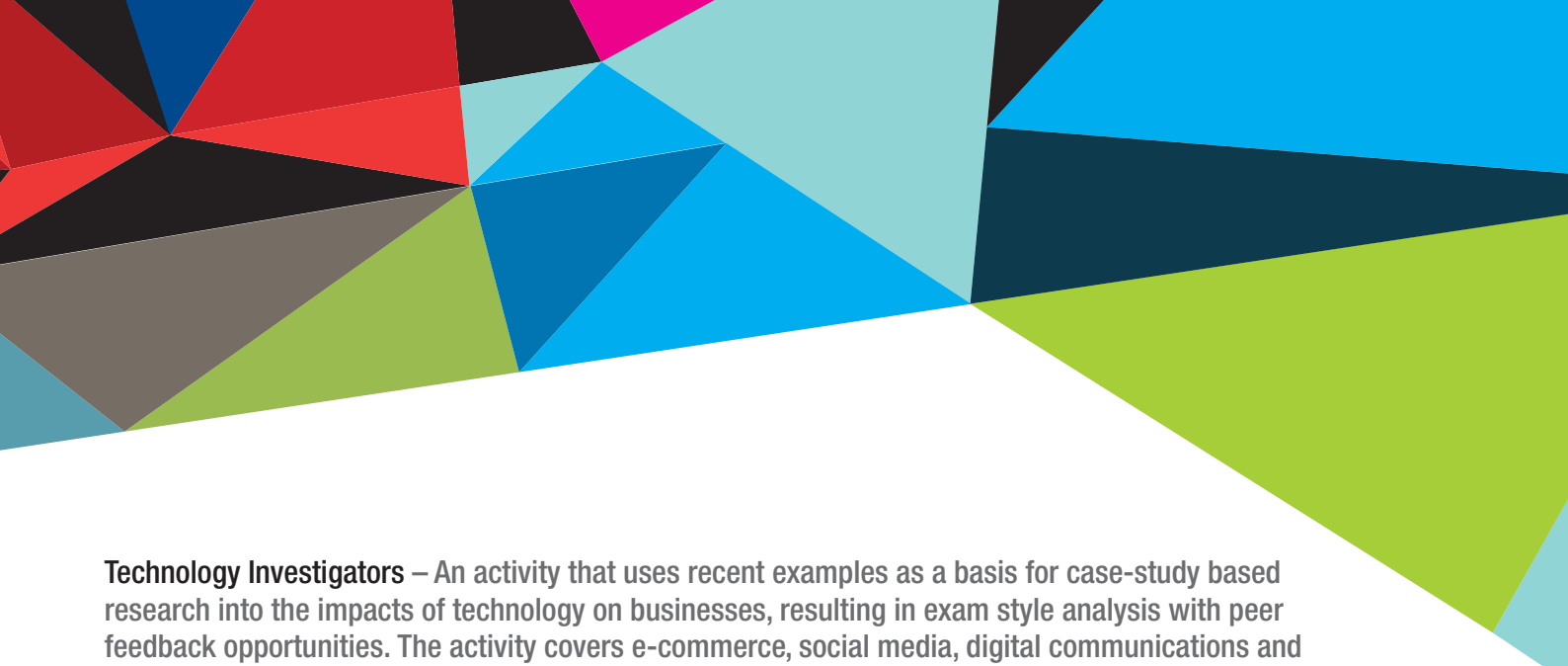
**Location, Calculation, Evaluation** – This activity puts the students in charge of a location decision for a new business, using their knowledge of both qualitative and quantitative location factors - there are opportunities for practical use of profit calculations and break-even whilst building on students' evaluation skills.

**Mr Tee's Break Even Analysis** – An independent and group activity that allows students to build on their prior knowledge of costs, revenue, profit and loss to then develop a knowledge and understanding of break-analysis. The activity is designed to be student led.

**SOLD!** – Sales Process and Customer Service – Can student teams help solve the customer service problems faced by five struggling businesses? This resource contains a variety of starter and teaching and learning activities to explore the sales process and customer service whilst building the key examination skills.

**Segmania** – This activity introduces students to the idea of market segmentation, including some primary market research and numeracy. This activity can also be a good ice breaker as it gets students up and talking to students they may not normally mix with.

**Technology Turnaround** – Blooms Garden Centre needs to change! Should the business invest in technology to improve its competitiveness? This resource contains a series of card activities, role play and problem solving tasks to introduce and explore the use of technology in business.



**Technology Investigators** – An activity that uses recent examples as a basis for case-study based research into the impacts of technology on businesses, resulting in exam style analysis with peer feedback opportunities. The activity covers e-commerce, social media, digital communications and payment systems.

**To Stock Or Not To Stock - It's a Question of Procurement** – Dairy Dreams Ice Cream is on the hunt for a new supplier! This is a group, decision making activity that focusses on factors affecting supplier choice, procurement and logistics and managing stock.

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## **DIGITAL VERSIONS**

### **Homework Case Studies and Topic Worksheets**

Case Study – Sample

Topic Worksheet – Sample

### **Snappy Starters and PowerPoint Games**

Beat the Zombie

The Lift

Lollipop Challenge

Prison Break

Tri-dominoes

Star Words

Focus Circle

Car Factory

Cargo Ship

Cashpoint Bidding War

ShortLISTED