



The Paper Aeroplane Company

A simulated business activity to help young people to understand business principles.

- 1. Each team is the manufacturing department of a company supplying passenger aircraft to countries all over the world. Each customer has specified the finished colour of the planes they require with the special markings that they should carry. These are specified in The Paper Aeroplane Company document which each group has a copy of.*
- 2. Each team will need to set up production schedules, make decisions on the name of their company, design a logo for their company, decide what raw materials to order, practise quality control, and organise their team/labour force .*
- 3. Safety is very important in the aircraft industry therefore quality control is very important and only aircraft that match the standard set out will be bought by the customer (game controller)*
- 4. Finished planes will be required to pass a minimum flight test of 5 meters. Safety will need to be carefully maintained and planes will only be tested in the designated testing area under strict regulations which will be laid out at the start of the game.*
- 5. When the game controller is satisfied that each group has completed a satisfactory planning phase they are issued with the same number of tokens to make their purchases of the raw materials they have decided are needed to meet the objectives set by the game controller.*
- 6. Any equipment or materials should be directly ordered after the planning meeting from the central supplier (game controller). Groups will need to agree and complete an order form, paying with their tokens.*
- 7. The game controller can vary the requirements and the length of planning, production and testing cycles to suit the abilities of the groups involved and the learning objectives that are being pursued.*