



## Grade 11 Worksheet

# Entrepreneurship and Problem-Solving



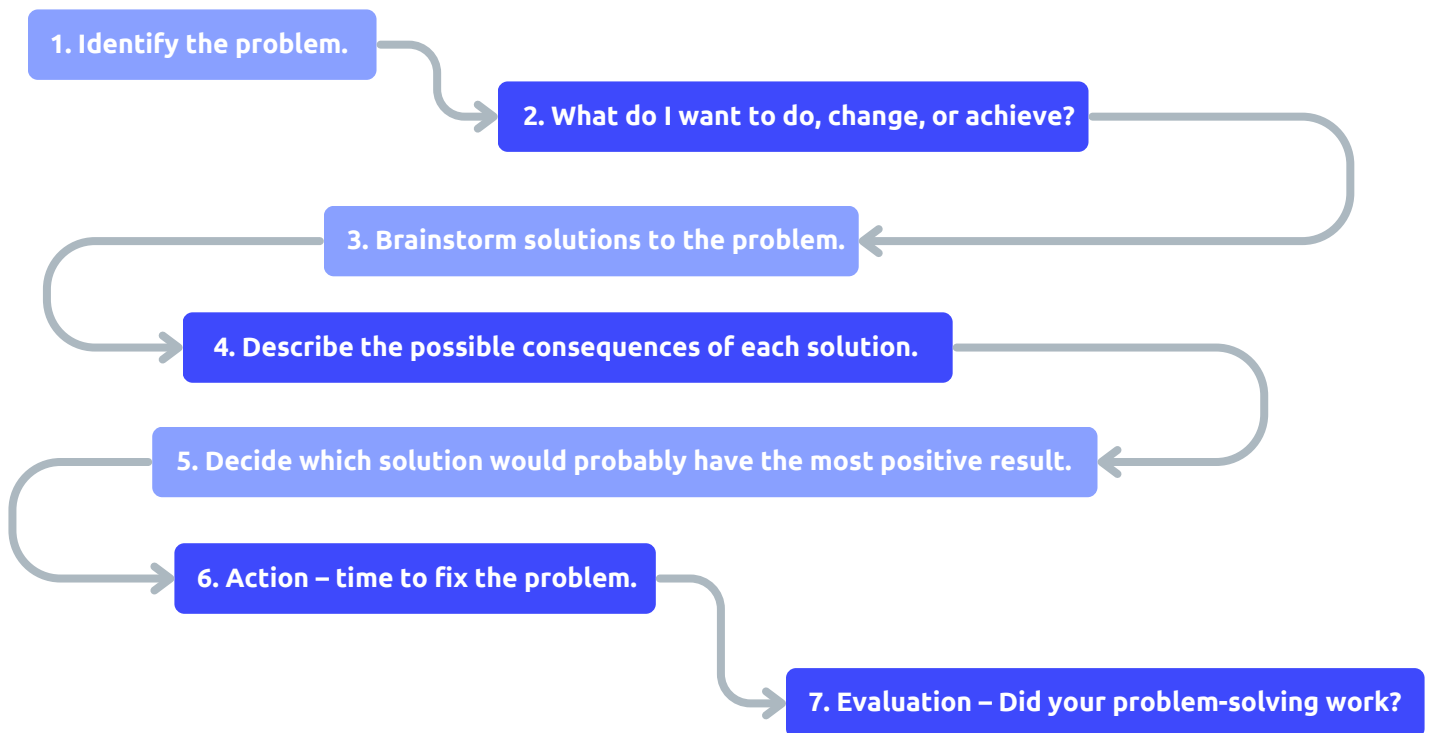
- 1 Work with a partner. You must do the task in class
- 2 Please be aware of the time allocations. It's crucial to manage time effectively and meet deadlines, as no additional time will be provided for this task.
- 3 Hand in your worksheet at the end of the 90 minutes.

**15min Part A:** Participate in a class discussion: The problem-solving process. Make sure that you understand what you need to do for each step.

**60min Part B:** Work with a partner to play the AGECE game and hold discussions as you go along. Follow the worksheet.

**15min Part C:** Complete the worksheet and hand in your work.

## The Problem-Solving Process



## Grade 11 Worksheet

# Entrepreneurship and problem-solving

Work with a partner.

Name: Entrepreneur 1

Name: Entrepreneur 2

Class: Grade 11

Complete the worksheet as you play the AGECE game.

1. Type of business: Select **Fashion**.
2. As you play, build up your hired staff to four as quickly as you can. When you see this message, start answering the problem-solving questions below:



**Staff are on strike.**

Your staff haven't been paid. Your business can't run efficiently without staff. Plan ahead to make sure that you have enough money for salaries.

3. Play through all 12 paydays.

Discuss with your fellow entrepreneur. Fill in answers on the worksheet as you go along.

## Problem-Solving in AGECE

1a. Identify the problem

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b. Identify the problem you are facing with your market stall.

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# Entrepreneurship and problem-solving

## Problem-Solving in AGECE (Continued)

2. Describe what you want to do, change, or achieve regarding the problem.

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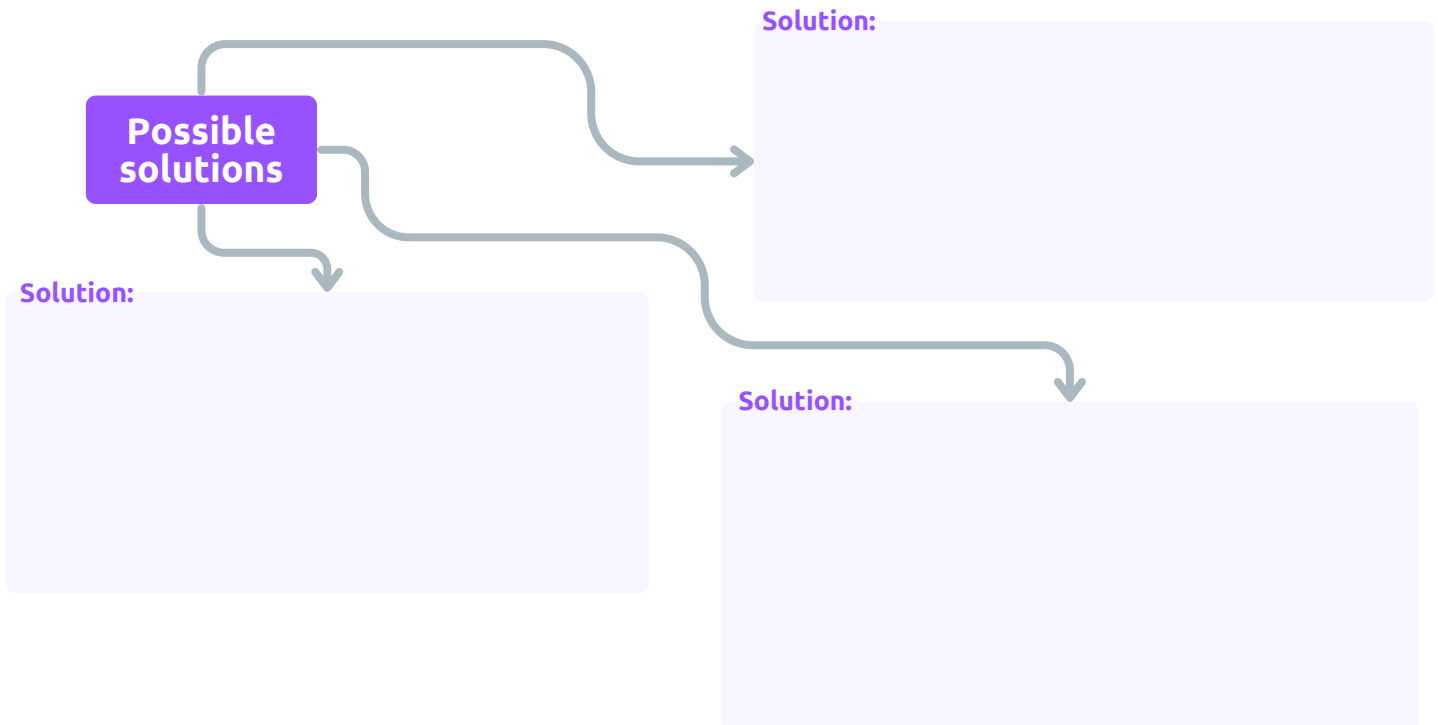


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3. Brainstorm solutions to the problem. Present at least three solutions in a mind map:



4. Describe the possible consequences of each solution. List at least one consequence of each solution.

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**Remember:** you can get valuable information from the **'Business Value'** tab

# Entrepreneurship and problem-solving

## Problem-Solving in AGECE (Continued)

5. Decide which solution would probably have the most positive result. Identify the best solution from your choices and give reasons for your choice/ decision.

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6. **Action** – time to fix the problem. Carry on playing the game according to the solution you have chosen.

7. **Evaluation** – Did your problem-solving work?

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a. Record your Business Value after 12 paydays.

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b. Overall, would you say that your problem-solving and the solution you chose worked?  
Anything you would change?

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