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## **High School Students are Getting Ready to Business Life by 'Micro Business Game'**

**'Micro Business Game', was designed by Sparkessenstiftung für Internationale Kooperation and implemented in cooperation with Turkish Ministry of National Education and GIZ project "Labour Market and Vocational Education for Syrian Refugees and Host Communities in Turkey", to be applied at vocational and technical education schools so as to prepare students to business life before graduation.**

'Micro Business Game', informs high school students who have entrepreneurship potential, about how to be successful in business life after graduation. The training started at 6 November 2017 at Gaziantep- Mehmet Rüştü Uzel vocational and technical Anatolian school and it will last for 6 days. Initially, 'Micro Business Game' will be transferred to educators and then, the educators will share this information to Turkish and Syrian students by playing games.

The main aim of 'Micro Business Game' is to teach the Turkish and Syrian students of TVET schools from the host communities, how to run their business and to cope with the problems they face, after setting up their business. The topics taught during the game are going to be; simplified economics, accounting and marketing, entrepreneurship skills, methods of applying financial instruments, entrepreneurial point of view, customer relations, evaluation of market dynamics. Giving all this information with the help of the game will attract students' attention and help them to initiate their future with more secure steps.

'Micro Business Game' is a game, which has reached to 30.000 people in different countries up to now and is prepared according to each country's dynamics by Sparkessenstiftung für Internationale Kooperation and in Turkey; it is supported by BMZ financed GIZ project "Labour Market and Vocational Education for Syrian Refugees and Host Communities in Turkey" **and the Turkish Ministry of National Education**. The game is played among groups. Each group sets up its orange juice shop and starts running it. Some cards are given to cope with the challenges during this stage. These cards tell the right way. The group members, who experience the results of their decisions during the game, can also find out the methods of carrying out a firm to a certain level of success.