

Business finance ◇ Cash Management ◇ Decision making

Cash is the oxygen that enables your business to survive and grow, but do all of your employees grasp its importance, or understand the role they play in cash management? Can you weigh up the risks and rewards associated with the different ways of saving and raising cash, and will you succeed in achieving the largest cash reserves?

- A card-based activity for competing teams of 3-4 members.
- Facilitators can manage up to 4 teams
- Requires between 60 and 90 minutes

Objectives

Participants will be able to :

- Identify areas where cash savings can be made
- Distinguish between external and internal savings
- Weigh up the risks and rewards associated with their choices



How it works

Players are divided into teams, each of which is running a fictional company. They are initially given no data about this company, but can deduce a little information from the cards that they will encounter as they play the game. Every team is given 10 potential options to help them improve the company's cash situation. These options are described on separate Cash Finder cards and each will have a potential benefit in the form of increased cash. However, they may also have an adverse effect on the company.

Liquidity is played for up to 8 'months', and in each month every team must select which of their Cash Finder cards they want to play. Teams will discover that each cash-raising decision has its own effect on cash reserves, and that these consequences may appear immediately and/or at a later date. The game is about assessing priorities and deciding which opportunity should be taken up. The winning team will be the one who has the greatest cash reserves at the end of the game.

What participants will be doing

Evaluating and discussing alternative cash raising strategies. Reassessing priorities in the light of feedback from the facilitator via Consequence cards. Weighing up the risks and rewards associated with their choices.

For what levels is it appropriate?

All members of any organisation where cash is a key resource.

The package

Includes tutor manual, player instructions, game cards, dummy banknotes and all supporting documentation. This re-usable activity costs **£110.00** plus Vat and postage