

Market Simulation Studio

Teacher quick guide · Build, preview, publish and run a classroom simulation. No code and no student accounts.

1. Start with a template

Open **Explore simulations**, preview a ready-made lesson and choose **Use this template**. The copy is yours to edit; the original is never changed. **My simulations** stores everything you save behind your personal secret link. Bookmark that link and never show it to students.

Block	What it does
Event	Introduces something that happens and sets the scene.
Information	Gives evidence students need before deciding.
Decision	Offers 2-6 choices. Each choice may change metrics and follow a different branch.
Consequence	Explains what happened and shows the impact of the choice.
Writing task	Collects a short response for the teacher to read and mark manually.
Result	Ends the simulation and shows final metrics and any graded-decision total.

2. Build and check

- Add blocks from the left. New blocks go after the selected block; adding after Result places the new block before the ending.
- Select a block to edit it on the right. Drag blocks to reorder the flow.
- For each decision, set choice effects and the next block. Mark a correct option only when the evidence supports one defensible answer.
- Set starting metrics in Simulation settings. Use the Health check until it reports no broken paths.
- Preview every important branch on a phone-sized screen, then Save.

Keep it teachable

One clear idea per screen. Give evidence before asking for judgement. Use consequences to explain trade-offs, not merely to say 'correct' or 'wrong'. Estimated play times do not include a long class discussion or extended writing.

3. Publish and prepare

- Publish creates a QR code, six-character join code, student link and private teacher dashboard link.
- Open the teacher dashboard on your own device. Project only the join code or QR view - never the full dashboard URL.
- Ask students to use a **first name or classroom nickname**, not a full name.
- Tell students not to put contact details, safeguarding information or information about other people in writing tasks.
- Keep a non-digital backup activity ready in case the school network is unavailable.

4. Run the lesson

- Students scan the QR code or visit the join link, enter a first name or nickname and wait in the lobby.
- Press Start when the class has joined. Late students can still join.
- Students work at their own pace. The dashboard shows progress, decisions, metrics and written responses.
- Use How the class decided for discussion: ask students to defend the trade-off behind a popular or divided choice.
- End the session after the debrief. Download or record anything the school genuinely needs before deleting the session data.

5. Results and marking

Automatically graded decisions show a correct-answer count only when the author marked an option as correct. Writing tasks are **never auto-marked**. Read them on the dashboard and apply your school's normal assessment approach. Game metrics are teaching feedback, not a formal grade unless the teacher independently chooses and explains that use.

6. Privacy and deletion

Student accounts	None
Class data	Nickname, choices, progress, scores and written answers
Automatic retention	Sessions are deleted after 30 days by a daily cleanup
Immediate deletion	Choose Delete session data on the teacher dashboard and confirm
Public library	Never receives student names, answers or results

Read the full Privacy notice and School data processing summary from the service footer before a school-wide rollout.

7. Quick troubleshooting

A student cannot join

Check the six-character code, confirm the session has not ended, and try the full student link. School filtering or a weak network can block access.

A student refreshed the page

On the same device and tab, the session should continue. If the browser session was cleared, the student may need to join again with a new nickname.

A button appears slow

Wait a moment rather than tapping repeatedly. The service retries brief classroom traffic spikes automatically.

The QR code does not scan

Increase projector contrast, avoid glare, make the code larger, or ask students to type the join code. No special QR app is required on most current phones.

The flow does not publish

Return to the builder's Health check. Fix missing destinations, empty choices or a path that cannot reach Result.

Need help or deletion

Email **support@thebusiness.school**. Include the join code for a class session or the simulation title for teacher content.

Five-minute teacher checklist

- Preview the activity.
- Check the estimated duration and discussion time.
- Open the private dashboard.
- Test the QR code once.
- Remind students: first name or nickname only.
- Decide when session data will be deleted.