



Hotel Synopsis

Hotel is a fast paced business simulation activity based around hotel design, event planning and advertising.

Groups of students compete against each other to design and market brand new hotels, whilst gaining an understanding of teamwork, different job roles, responsibilities and the pressures that are involved when setting up a new business.

The teams then pitch their hotels, showcasing their advertising campaigns, to the 'Tourist Board' panel of judges to try and persuade them that their hotel is far better than that of their competitors. Students will learn about the art of negotiation and communication whilst utilising numeracy, literacy, design and organisation skills.

Various 'wobblers' are introduced keeping everyone on their toes as conditions can very quickly change and students will also have the opportunity to plan an event to take place in their hotels for a high profile client!

The day finishes with the announcement of winners of a number of awards, some of which are nominated by the employers who act as Business Consultants to the Hotels and some by members of school staff who are there on the day.

Hotel is most suited to Years 10 and upwards.