YEAR 12 - BUSINESS

WEEK 30 (21st to 25th March, 2021)

Monday, 22^{nd} March: Two Zoom sessions during the 6^{th} and 7^{th} lessons. Zoom intimation and details will be sent on Google Classroom

Theme 2

Chapter 43: The Competitive Environment

Learning Objective:

- Develop a wide spectrum of knowledge about the types of competition for different industries by beginning with a focus on clothing retail businesses.
- Inquiry into the Determinants of Competitiveness
- Learn about the impact on businesses of a competitive environment
- Discuss about competition and market size- operating in large and small businesses.

Lesson Outcome:

They will be able to:

- Apply their knowledge and understanding to competition in different industries.
- State the determinants of competitiveness
- Analyse the impact of competition on businesses
- Evaluate the overall impact of competition on businesses based on market size and size of their rivals.

Monday- 6 th and 7 th periods on Zoom	Zoom Meeting (details to be intimated on
	Google Classroom)
	Introduction: Share the Learning Objectives and
	Lesson Outcomes with the students.
	Teacher Input: Begin the lesson with a statement
	for reflection and casual discussion-"To what
	extent does competition promote efficiency".
	This will help them reflect on their own peers as
	competitors and the strengths/weaknesses of
	competition. Highlight the pros and cons of the
	existence of competition and different degrees of
	competition. In a general discussion the
	competition present in the clothing retail
	industry is detailed.
	In break-out rooms they will have group
	discussion of the existence of competition in
	other industries.
	Lead the class discussion further into the
	determinants of competitiveness and the impact
	of competition. Finally, conduct a brief
	evaluation of competition on businesses based
	on market size, the size of the business and the

size of their competitors.
Homework: Complete the Mobile Gaming Market Case study (Pg 254)
Resources: Textbook Pgs 250 to 253, Device, Notebook and stationary