

# Business Ethics Terms pairs – Notes for Educators

Open the game online at: <https://wordwall.net/play/36739/847/766>

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## About the educational material

The educational material was created with the Erasmus+ project *Bridging Integrity in Higher Education, Business and Society* (BRIDGE, project no. 2020-1-SE01-KA203-077973) as a part of the project output 2 “Bridging academic and research integrity”. The educational material, other project outputs, and more information on the project are available at <https://www.academicintegrity.eu/wp/bridge/>.

## Use and adaptations of the educational material

Authors welcome adaptations of the material, especially translations! If you are interested in translating the material into your language, please contact us at [bridgeinfo@academicintegrity.eu](mailto:bridgeinfo@academicintegrity.eu) and we will provide you with source text. The Bridge project will then be happy to assist you with further sharing of your translation.



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## Citation of the educational material

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## Business Ethics Terms pairs

### Basic information

- **Target audience:** Bachelor level students and beyond.
- **Study/research field:** Business ethics and related fields.
- **Length:** Flexible, depending on the educator and amount of discussion.

### Purpose of the educational material

The "Pairs (Pexeso)" memory game is designed to help students reinforce their understanding of business ethics terms in an engaging and interactive way. This game is suitable for a variety of student groups and can be used as an icebreaker or a fun activity to introduce or review key terms in business ethics.

### What is included in this educational material?

- *Pairs of cards with business ethics terms and corresponding definitions for print*
- *Option to play online using the provided link: <https://wordwall.net/play/36739/847/766>*
- *Interactive gameplay with immediate feedback*

### How to use the educational material?

- Start by introducing the concept of the "Pairs (Pexeso)" memory game to students. Explain its purpose as a tool to reinforce business ethics terms.
- Depending on the version you want to use, prepare the printed version of material or provide students with the link to the online game: "Pairs (Pexeso) - Business Ethics Terms." Make sure they have access to the internet and devices needed to play the game.
- Explain the gameplay: Players need to match pairs of cards, each containing a business ethics term and its corresponding definition. Players take turns flipping cards and trying to find matching pairs.
- Before playing the game, provide a brief overview of the terms that will appear in the game. Discuss their relevance to the study of business ethics and their potential application in real-world scenarios.
- Allow students to play the game individually or in small groups. Emphasize that they should aim to match pairs efficiently to improve their memory and understanding of the terms.
- Online Immediate Feedback: As students flip cards and match pairs, the online game will provide immediate feedback on correct and incorrect matches. This helps reinforce their understanding of the terms and their definitions.
- After playing the game, initiate a discussion about the terms, their definitions, and their significance in business ethics. Encourage students to share their thoughts and insights.

Variations and Challenges: Discuss variations of the game that can be used in different contexts. For example, students could be challenged to explain the relevance of a term's definition to a specific business case. You can also discuss how the terms covered in the game are applicable in real-world business situations. Encourage students to consider scenarios where ethical decision-making plays a crucial role.