BITE Pandora





The BITE Team - 95/96

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NOTE:

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Brief History of BITE

The BITE (Business education in Information TEchnology) project is part of a £40 million programme to encourage the use of technology in teaching and learning in the higher education sector. This initiative is known as the Teaching and Learning Technology Programme (TLTP) and has been funded by the four Higher Education Funding Councils in the UK.

The acceptance of the BITE proposal presented the opportunity to develop high quality courseware oriented to the needs of the UK higher education community with possible benefits world-wide especially where accounting or business tertiary education is conducted in English.

Business education represents an important area for the development of course-ware. A significant number of UK students (approx. 30% in higher education) study some elements of business disciplines and business itself is the major user of IT. The development of courseware in this area harnesses the potential of IT to optimise subject teaching and learning whilst providing an opportunity for students to gain transferable skills and more IT experience.

The BITE courseware has been developed by a multi-disciplinary team of computing, educational design, design and subject specialists assembled across four UK Universities and supported by an advisory group of twenty-one other institutions of higher education across Britain. Thus it contains the material lecturers want their students to understand without simply supplying them with an 'electronic page turner'.

The primary objective of BITE has been to develop student centred materials for the study of numerate business decision making, primarily focusing on the accounting, finance and quantitativeaspects. The software provides six modules which are usually associated with first year, general and professional syllabuses. It aims to enhance the quality, thoroughness and speed of student learning by enabling students to manage their own learning experience.

The emphasis on student-centred development has included the practicalities of a mobile and unstructured life. As a result the material can be run on affordable personal hardware (laptops) as well as the more usual platforms. The courseware generates self assessment tasks based on the material which has just been studied and includes automatic marking facilities for the assessments. The courseware is also very user friendly and eliminates the need for prior student computer knowledge and no prior knowledge of the subject concerned is assumed.

Metaphor explanation

The BITE software has been developed following an innovative approach to CBL conceptualisation and design. The design team have produced student-oriented courseware which is fun to use. This offers an alternative to the book metaphor whilst using low technology for the delivery.

The software provides a graphical means of teaching accounting material through the use of the Pandora's Box metaphor or theme. The student is presented with a business plaza into which Pandora's monsters escape. The monsters must be recaptured, and in doing so, the student can explore the plaza and learn about the business and contents within. The software offers continual assessment as the student progresses through the modules. Pandora's monsters can only be recaptured once the student understands the content and completes the questions successfully.

The choice of the Pandora's box metaphor was made after extensive testing of several alternative metaphors. Research has shown that a metaphor facilitates the acceptance of materials by the non-technical. Initially six metaphors were investigated and tested to show how they could support the content, offer different navigational and pedagogic opportunities and give potential for graphic design.

After evaluation of the six metaphors, it was agreed to develop two of these as prototypes so that a more educated choice could be made for the courseware development. Pandora's box was chosen because it offered the opportunity for a variety of different businesses to be perused when situated in a shopping plaza. The shopping plaza contains three creatures which have escaped from Pandora's box. The creatures are used to give a visual indication of the level of content being studied at any time so that a student can cover the basic material before moving through the intermediat and advanced content.

Pandora's box offers three different navigational modes within the courseware and this allows the student to chose to explore the material in the manner which matches their expectations of a learning experience. The first two modes of navigation use the metaphor and the final mode uses a content map.

The first mode of navigation directs the student to follow a creature through a level of content. In this mode of navigation the creature appears with different think bubbles which indicate the items within a shop which should be investigated. Along the way, the student has to apply the knowledge they have gleaned by attempting self assessment questions which are automatically marked. Once they have covered all the material at a certain level, the creature disappears and becomes trapped back inside Pandora's box.

The second mode of navigation is exploratory. The student investigates the different shops within the plaza following personal whim, and with no help from the escaped creatures. Within this mode content can be accessed in random order. In effect, the student is dipping in and out of different areas of the subject matter and using self determination to decide what to study next.

The third mode of navigation leaves the metaphor behind completely and presents the student with a map of the layout of the content. The student is able to choose which topics to study by following the content's structure from the content map. The content maps appear in Appendix 3.

How The Software May Be Used

As Base Materials

It is envisaged that the BITE software will not completely replace student tutor interaction, but can be used as a tool to facilitate the learning process. The best way of integrating it into your course is as an underpin to the interactive process of seminars and case studies.

Students may be given modules of the material to work through and learn over specified time periods, thus replacing or supporting the usual lectures upon which deeper work is built.

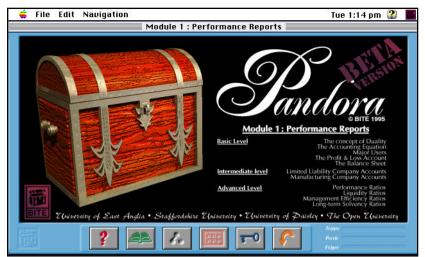
They may then be asked to use the knowledge they have gained in an applied way, by case study or practice work in seminars. In this way you, the tutor, can localise the material to your own course needs and objectives.

For Remedial Work

Sometimes students, particularly those who are from non-specialist cohorts, may have difficulty grasping the concepts you may communicate in your lectures. This is where BITE can offer a fresh new perspective. By communicating material in a friendly and less intimidating way it offers the student who may be having problems the opportunity to work through difficult areas at their own pace and in private, so that their difficulties are not seen by their peers. Further, it may be given to students to reinforce material on your courses as an additional student-centred resource which offers them a fall-back position for extra confidence.

For Revision Work

BITE offers a map mode for easy access to material. It is envisaged that students who may already be familiar with the material can dispense with the metaphor in order to access the material relevant to their needs directly. This offers you, as the tutor, the opportunity to supplement revision classes you may be giving so that the student can repeat problematic material at their own pace to reinforce learning.



This is the opening screen in Pandora. It shows the name of the module you have entered and gives a basic overview of the material which will be covered in the chosen module. Beneath this is a blue bar containing six buttons and three recessed bars.



This is the help button and should be pressed the first time you enter the software to give an explanation of how to use the multimedia navigational facilities. It also offers a detailed walkthrough which illustrates how to navigate through the plaza. This button is only active when the plaza mode of navigation has been selected.



This is the glossary button and when pressed it offers a glossary of accounting terms.



This is the button which shows the top level content map for the module currently being studied. This button is only active when the map mode of navigation has been selected.



This button is used to initially enter the plaza. It also returns you to the centre of the plaza when pressed during creature navigation. It is only active when the plaza mode of navigation has been selected.



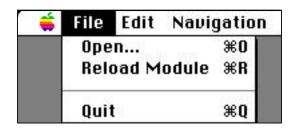
This button returns you to the security room. It is only active when the plaza mode of navigation has been selected.



This is the button which returns you to your previous position before the last move was made.



This is the creature indicator bar. It gives an indication of how far through the material you are at any one time. The creatures are explained when the help button is pressed.

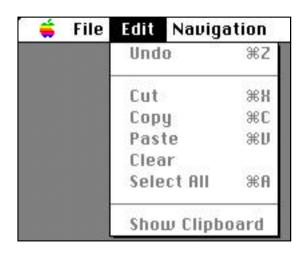


The File menu contains the options shown above.

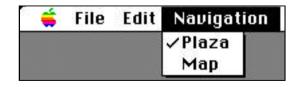
Open can be selected to open a different module.

Reload Module returns the creatures to their start position so that you can start again.

Quit exits the software.



Edit This is not implemented.



Plaza activates the plaza mode of navigation.

Map activates the map mode of navigation.

Navigational Modes

Plaza Mode



The normal method of navigation will be the plaza mode. This allows you to follow the creatures through the content in a logical order. To initially find the creature attached to the level of content you are studying, you can look in the individual rooms within the plaza by clicking on their doors or windows.

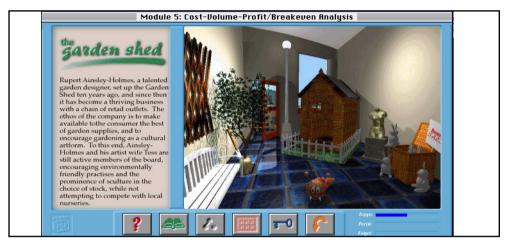
Alternatively, you can use the security room. To enter the security room, click on the security room door or press the security button.



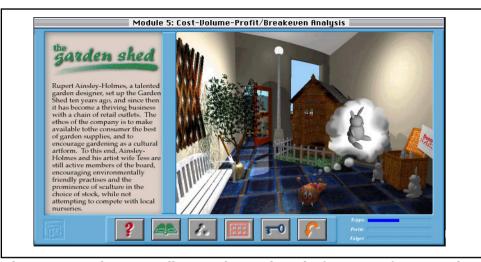
The security room contains a copy of the module outline shown at the start of the module. Click on the piece of paper on the left hand side of the desk to see this clearly.

The console in the centre of the desk shows the layout of the plaza. Highlighted rooms contain content for the loaded module. Roll the cursor over the console and it will display the contents of each room on the monitor. When you see the creature you are looking for, click on that room on the console and you will then enter it.

The console in the centre of the desk shows the layout of the plaza. Highlighted rooms contain content for the loaded module. Roll the cursor over the console and it will display the contents of each room on the monitor. When you see the creature you are looking for, click on that room on the console and you will then enter it.



Each room contains a business scenario. These are contained in Appendix 4. The scenario is in view in the left hand panel when you enter the room. To see a summary of the business, roll the cursor over the business logo in the left hand panel.



The creature in the room will now indicate where the first piece of content is located. Roll the cursor over the creature and a think

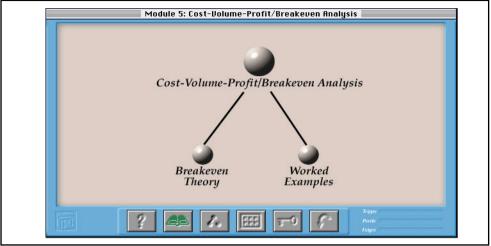
bubble will appear. Find the object the creature thought of within the room and point at the item. A map will appear in the left hand panel showing how the content is laid out behind the object.

Now click on the object. This will display the first piece of content which was illustrated but the content map. Once you have covered all the content held behind the object, press the Back a Stage button to return to the room. The creature's indicator bar will have started to fill in. This indicates how much of that creature's content has been covered and how much is left to see.

The last object in each room contains an assessment question. Once this question has been answered, the creature will disappear. Now return to the security room to find where the creature has moved to or enter each room from the plaza to find the creature.

When the creature indicator bar has filled in completely, all the content relating to that creature will have been covered. Click the plaza button and click on the chest in the plaza. The creature will have been captured in here.

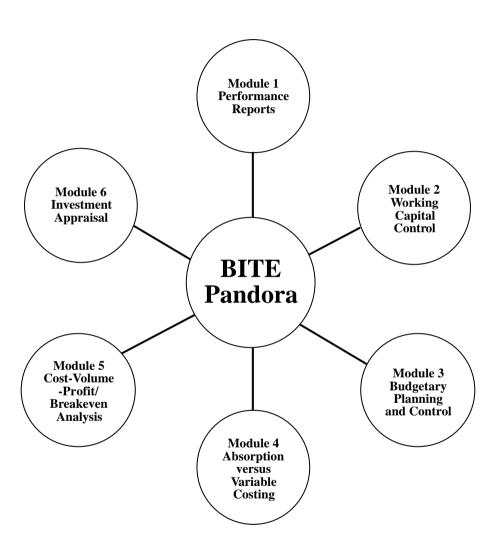
Map Mode



The map mode is an alternate mode of navigation. It allows you to see the structure of the material within the module before you study anything. This is very useful for revision purposes.

Point and click on the circle beside the piece of content you are interested in. This will then take you to a lower level content map or to a piece of content. The Back a Stage button returns you to the content map at the previous level. The Map button returns you to the top level content map.

Appendix 1 : Module Structure Map



Appendix 2: Breakdown of Module Content

Module 1:

Performance Statements

Overview

Concept Of Duality

The Accounting Equation

Major Users

External Stakeholders

Internal Stakeholders

Basic Language / Level 1

Profit And Loss Account

Proforma

Terminology

Sales

Cost Of Sales/Cost Of Goods Sold

Gross Profit

Indirect Expenses

Net Profit

Worked Example

Balance Sheet

Proforma

Basic B/S Proforma

Detailed B/S Proforma

Terminology

Fixed Assets

Current Assets

Current Liabilities

Working Capital / Current Assets Less Current Liabilities / Net Current Assets

Total Assets Less Current Liabilities / Net Assets

Long-Term Liabilities

Capital

Profits

Losses

Drawings

Proprietors' Funds

Worked Example

Basic Language / Level 2

Limited Liability Company Accounts

Introduction

Pro-Forma Trading And Profit And Loss Account

Pro-Forma Balance Sheet

New Terminology

Tax

Dividends

Reserves

Worked Example

Manufacturing Company's Accounts

Introduction

Manufacturing Account Proforma

New Terminology

Worked Example

Appraising Financial Statements

Overview

Guided Example

Performance Ratios

Percentage Return On Capital Employed

Introduction To Ratio

Why Profit Before Interest And Tax?

Calculation Of Ratio

Net Profit Margin

Introduction To Ratio

Calculation Of Ratio

Asset Turnover

Introduction To Ratio

Calculation Of Ratio

Gross Profit Percentage

Introduction To Ratio Calculation Of Ratio

Liquidity Ratios

Current Test

Introduction To Ratio

Calculation Of Ratio

Acid Test

Introduction To Ratio

Calculation Of Ratio

Management Efficiency Ratios

Fixed Asset Turnover

Introduction To Ratio

Calculation Of Ratio

Stock Turnover

Introduction To Ratio

Calculation Of Ratio

Debtors Turnover

Introduction To Ratio

Calculation Of Ratio

Creditors Turnover

Introduction To Ratio

Calculation Of Ratio Long-Term Solvency Ratios

Gearing Ratio

Introduction To Ratio

Calculation Of Ratio

Debt/Equity Ratio

Introduction To Ratio

Calculation Of Ratio

Interest Cover

Introduction To Ratio

Calculation Of Ratio

Tutorial Example Performance Ratios

Percentage Return On Capital Employed

Introduction To Ratio

Calculation Of Ratio

Net Profit Margin Introduction To Ratio Calculation Of Ratio Asset Turnover Introduction To Ratio Calculation Of Ratio **Gross Profit Percentage** Introduction To Ratio Calculation Of Ratio Liquidity Ratios Current Test Introduction To Ratio Calculation Of Ratio Acid Test Introduction To Ratio Calculation Of Ratio Management Efficiency Ratios Fixed Asset Turnover Introduction To Ratio Calculation Of Ratio Stock Turnover Introduction To Ratio Calculation Of Ratio Debtors Turnover **Introduction To Ratio** Calculation Of Ratio Creditors Turnover **Introduction To Ratio** Calculation Of Ratio **Long-Term Solvency Ratios** Gearing Ratio Introduction To Ratio Calculation Of Ratio Debt/Equity Ratio Introduction To Ratio Calculation Of Ratio Interest Cover **Introduction To Ratio** Calculation Of Ratio

Module 2:

WORKING CAPITAL CONTROL INTRODUCTION SOURCES OF BUSINESS FUNDS
EQUITY CAPITAL
LOAN CAPITAL
RESERVES
Reserves as retained profit diagram
Source of business funds diagram
APPLICATION OF BUSINESS FUNDS
Fixed Assets
Working Capital
Period Expenses

Business expenditure diagra Summary - Money Invested

Money invested diagram

Scales diagram

Money Invested versus Money Consumed

Expenditure classification diagram

working capital analysis

CONTENT OF WORKING CAPITAL

The Working Capital Cycle

Definition - working capital cycle

Working capital cycle diagrams

Working capital cycle - worked example

WC Investment diagrams

Summary

COMPONENT PARTS OF THE WORKING CAPITAL CYCLE

MANAGEMENT OF STOCKS

Introduction

Stock diagram

Classification of stock holding costs

Opportunity cost of capital tied up

Ordering Costs Stock-out costs

Stock handling costs

Holding costs

80:20 RŬLE LEAD-TIME

MANAGEMENT OF DEBTORS

Introduction

Debtor diagram

The costs of granting customers credit

Administrative costs

Opportunity cost of capital tied up

Bad debts

The credit control department

Introduction

CUSTOMER ASSESSMENT/choosing your customers

CUSTOMER BILLING

ACCOUNTING PROCEDURES

FOLLOW-UP /speeding up payments

SUMMARY

MANAGEMENT OF CREDITORS

Introduction

Creditor policy considerations

goodwill

accounts payable department

computers

MANAGEMENT OF CASH

Introduction

Profit is not the same thing as cash!

Why should business's forecast future cash flows?

CAŠH FLOW FORECASTS

CONSTRUCTION OF CASH FLOW FORECASTS

Proforma Cash Flow Forecast

Worked Example - Question Worked Example - Solution Points to note question Worked Example - Sensitivity Analysis Proposal 1 - Solution Proposal 2 - Solution Graphical depiction of solutions

Module 3:

Budgetary Planning And Control Planning Planning Horizons The Strategic Level The Tactical Level The Operational Level Advantages Of Budgeting Co-Ordination Communication Planning Control Motivation Performance Evaluation Basic Budget Terminology A Budget **Budget Period** Budget Manual Budget Committee Budget Officer A Responsibility Accounting System Types Of Responsibility Centre Cost Centres Revenue Centres Profit Centres **Investment Centres Principles Of Budgeting** Quantifiable Budgetary Objectives Disaggregated Objectives Goal Congruence Employee Acceptance Feedback Responsibility Flexibility Management Participation The Budgeting Process Define Organisational Objectives 1. Return On Capital Employed. 2. Sales Turnover Relative Market Share 4. Survival **Identify The Limiting Factor Prepare Subsidiary Budgets**

Sales And Associated Budgets

Methods Of Forecasting Sales **Associated Sales Budgets Production And Associated Budgets** Worked Example **Associated Production Budgets** Raw Materials Cost Budget Worked Example Direct Labour Cost Budget Production Overhead Cost Budget Service Budgets **Policy Budgets** Worked Example Worked Example Solution Sensitivity Analysis Worst Scenario Solution **Best Scenario Solution** Charts 2 Charts Relating To Sales Revenue 2 Charts Relating To Production Levels 2 Charts Relating To Purchase Costs Prepare The Master/Summary Budget **Budgeted Profit And Loss Account Budgeted Balance Sheet Budgeted Cash Flow Statement** Review The Master Budget **Budgetary Control** Points To Note Management By Exception Potential Budgeting Hazards **Budgetary Slack** Goal Congruence Motivation Inflexible Attitudes **Incremental Budgets**

Module 4:

Excessive Spending

Guided Example
Question
Scenario One
Scenario Two
Scenario Three
Results Summary Chart
Important Points To Note From Scenario One
Important Point To Note From Scenario Two
Important Point To Note From Scenario Three
Tutorial Example
Scenario One Solution
Scenario Two Solution
Scenario Three Solution
Results Summary Chart
Before And After Summary Chart

Absorption Costing Analysis Variable Costing Analysis

Module 5:

Cost-Volume-Profit / Breakeven Analysis

Introduction

Geronimo Example

The Behaviour Of Costs

Fixed Costs

Fixed Cost Table

Total Fixed Cost Graph

Unit Fixed Cost Graph

Variable Costs

Variable Cost Table

Total Variable Cost Graph

Unit Variable Cost Graph

Total Costs

Total Cost Table

Total Cost Graph

Unit Cost Graph

Breakeven Point

Sales Revenue Table

Total Sales Revenue Graph

Total Cost = Total Revenue

Total Cost And Total Revenue Table

Total Cost = Total Revenue Graph

Geronimo Solution

Breakeven Arithmetic

Breakeven Level (Units)

Breakeven Formulae

Unit Contribution/Contribution Margin Per Unit

Profit/Volume (Contribution/Sales) Ratio

Breakeven Point (Units Of Sales)

Breakeven Point (Sales Revenue)

Target Profit

Margin Of Safety

Breakeven Charts

Construction Of A Breakeven Chart

Fixed Costs

Variable Costs

Total Costs

Sales Revenue

The Breakeven Chart

Construction Of A Contribution Chart

The Contribution Chart

Construction Of A Profit-Volume Chart

The Profit-Volume Chart

Guided Example

Answer Section

Answer Section Rollovers

Cost-Volume-Profit Graphs

Breakeven Chart

Contribution Chart Profit-Volume Chart Tutorial Example

Tutorial Example - Scenario A Solutions

Cost-Volume-Profit Graphs

Breakeven Chart Contribution Chart

Profit-Volume Chart

Tutorial Example - Scenario B Solutions

Cost-Volume-Profit Graphs

Breakeven Chart

Contribution Chart

Profit-Volume Chart

Tutorial Example - Scenario C Solutions

Cost-Volume-Profit Graphs

Breakeven Chart

Contribution Chart Profit-Volume Chart

Tutorial Example - Scenario D Solutions

Cost-Volume-Profit Graphs

Breakeven Chart

Contribution Chart

Profit-Volume Chart
The Management Report

Unit Breakeven Point Summary Chart

Projected Net Profit / (Loss) Chart

Module 6:

Investment appraisal

Introduction

Review of principal investment appraisal methods

Guided example

Non-discounting methods

The payback method

The accounting rate of return (arr) method

Discounted cash flow methods

The time value of money

The mathematics of discounting

The net present value method

The internal rate of return (irr)method

Tutorial example

Solution to tutorial example

Project a

Project b

Project c

Tutorial example charts

Payback chart

Comment

Arr chart

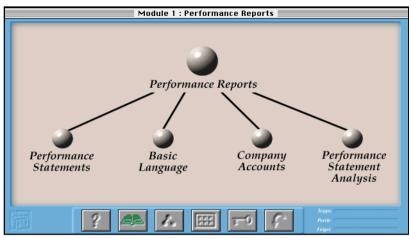
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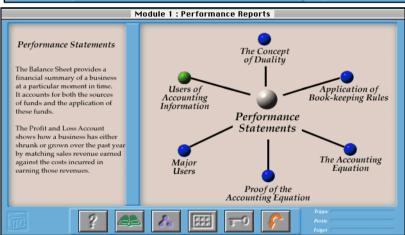
Npv chart

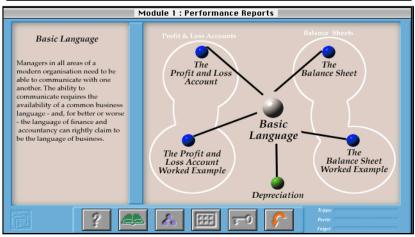
Comment Irr chart

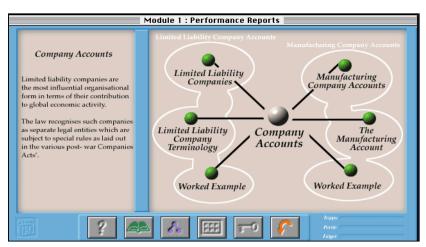
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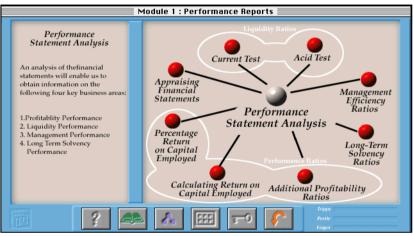
Appendix 3: Content Structure Maps

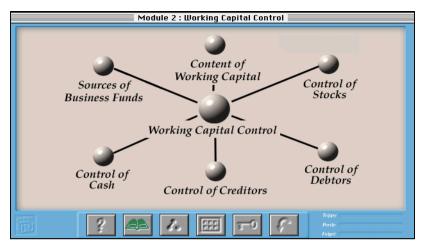


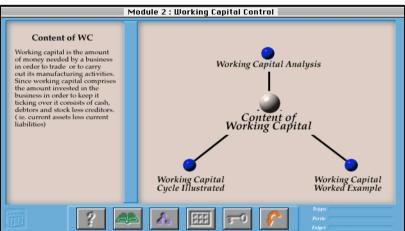


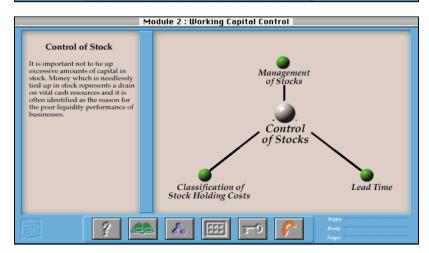


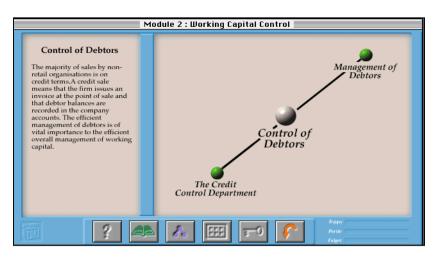


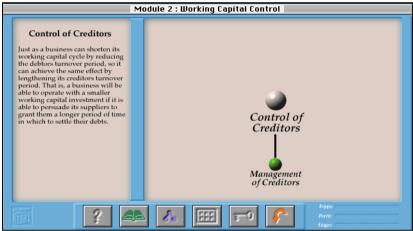


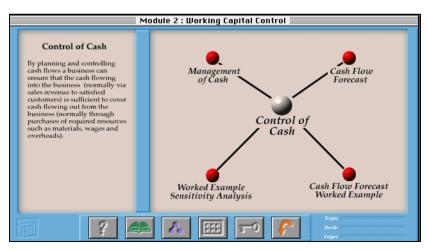


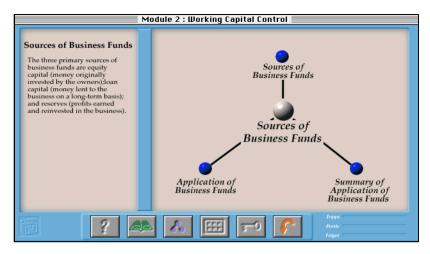


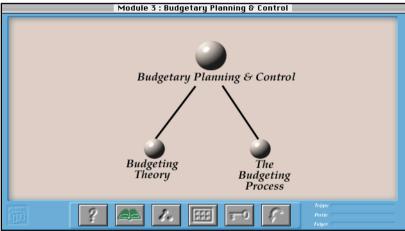


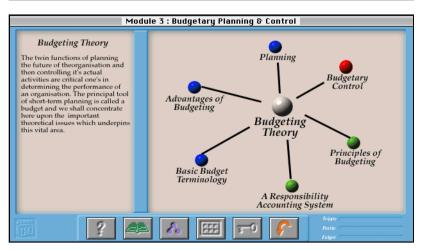


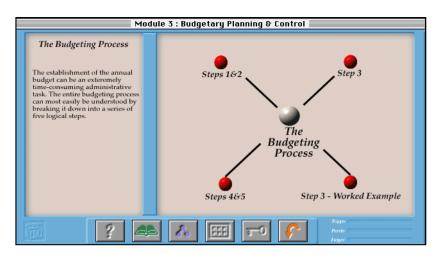


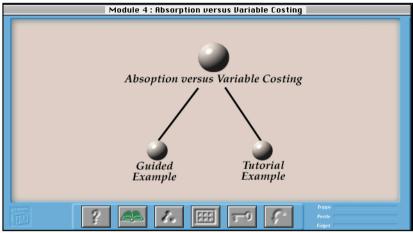


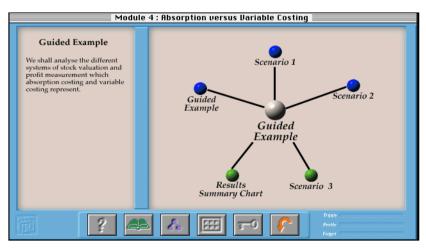


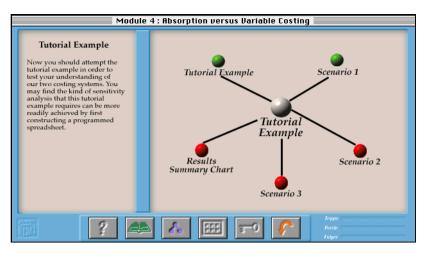


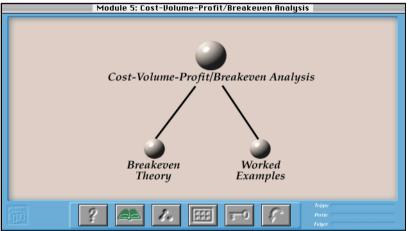


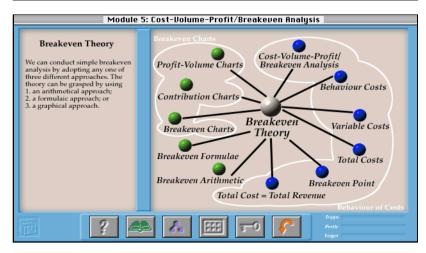


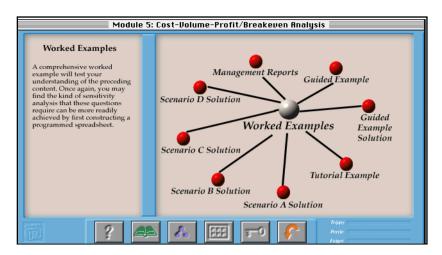


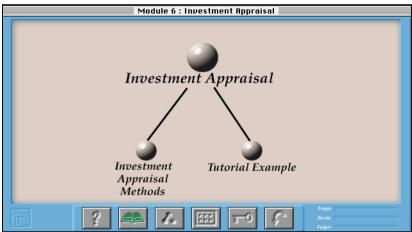


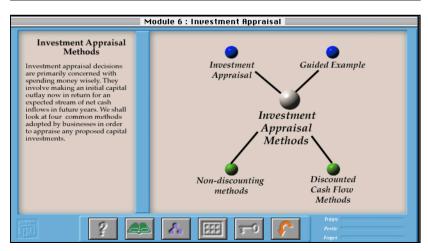


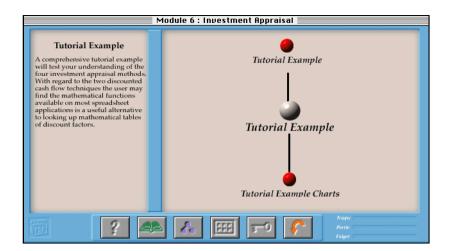












Appendix 4: Company Descriptions

November House

November House is a highly respected partnership of architects established ten years ago. There are four partners, and the practice has consistently grown in recent years. Creative talent is highly prized and this group brings its innovative approach to large and small projects alike. They have completed a number of large contracts with corporate clients amongst whom the Plaza itself is numbered, while maintaining a healthy supply of smaller contracts. These tend to be schemes such as barn conversions, home extensions, and small community projects and form the basis of the business's income.

Garden Shed

Rupert Ainsley-Holmes, a talented garden designer, set up the Garden Shed ten years ago, and since then it has become a thriving business with a chain of retail outlets. The ethos of the company is to make available to the consumer the best of garden supplies and to encourage gardening as a cultural art form. To this end, Ainsley-Holmes and his artist wife Tess are still active members of the board, encouraging environmentally friendly practices and the prominence of sculpture in the choice of stock, while not attempting to compete with local nurseries.

MediaMaker Manufacturing Company Limited

MediaMaker was set up in 1982 by the late Arthur Bennett, its first Director, as a manufacturer of magnetic storage media. With the computer revolution this quickly came to mean floppy disks, which became their principal source of income. Diskettes are now manufactured at their plant and sold to companies across the country. However, changes in technology are never far from the minds of the Board of Directors and a new departure into compact disc production is now being contemplated to ensure the company's long term competitiveness.

A Cut Above

Maxine Bell set up her own salon last year after ten years working for a major hairdressing chain. The usual services are provided. Maxine employs Wendy to help her with her lady clients and Paul who acts as the men's barber. Some regular clients came with her from her old salon but she is still busy building up her new client base.

Electronic Print Foundry

One of several branches of a limited company, the electronic print shop specialises in taking art work in digital form and making paper versions. These are then used to create plates for their own printing machines. However, recently acquired technology means that this can be done straight from the computer. A wide variety of printed matter is available to customers, from standards such as wedding invitations and business cards through to glossy brochures and full colour posters.

Bin Ends

Bin Ends was set up five years ago by wine enthusiast Patrick Brown as a sole trading business. He uses his international contacts to import wine from all over the world, and also acts as a retailer for British vineyards. He even has his own modest vineyard which produces fruity white wines for the Bin Ends label. The shop sells a variety of related goods such as corkscrews and cocktail-making equipment and the distinctive Bin Ends wine waiters linen apron.

Portlands of York

Portlands of York have been makers of fine furniture since 1789, although they have only recently moved their operations into the area served by the Plaza. With a commitment to the highest quality and classic design, furniture is manufactured to order on the premises. About half of the range supplied is reproduction furniture. The other half consists of new designs in keeping with more classic styles.

The Toy Box

The Toy box is the result of a long-treasured dream of an old lady, Mrs Ethel Crabtree, who found that making unusual toys for her grand-children grew into a thriving sole trader business. The original idea has expanded to encompass handmade toys for children of all ages bought in from a variety of sources, but primarily under 'cottage industry' circumstances.

Langton Sports

Langtons is a recently established sole trader business which seeks to supply equipment for both popular and slightly more unusual sports. All the big name gear is available for tennis, football, rugby, squash, swimming and aerobics, with a full range of sports shoesand clothes. Langtons also supplies fishing tackle, boxing kit, and seasonal sports equipment - from skis in winter to surf boards in summer.

Coburn AV Services

Coburn AV Services is a limited company with a chain of retail and service centres in this area of the country. Over its first fifteen years the company has grown into a well-established and respected business which undertakes not only the sale of items of electronic and electrical equipment such as televisions and videos, but also their servicing and repair. Repair work is done on local premises and the company runs a small fleet of vans to make collections and deliveries.

Cycle Logic

Cycle Logic Engineering is a limited company supplying tailor-made bicycles of all kinds to its customers. Production takes place at the Plaza where clients come in to select materials and styles and to have measurements taken. From these, the company's employees are able to craft cycles to meet the most diverse needs and the highest standards. Some standard components are kept on site, others have to be ordered in from specialist suppliers. In some cases, the components are specially made by the company's skilled craftsmen. Finished products are delivered direct to the customer in the van.

The Studio

The Studio is a Limited Company supplying art materials such as paints, paper, brushes, pencils, pastels - in fact all the equipment and materials an artist is likely to need. In addition, a picture framing service is carried out by the owner and his staff and a wide range of prints are on offer. Goods are bought from wholesalers or direct from the companies who manufacture them but only a small stock is held since many items, such as paints, can perish quite quickly.

Hove and Barclay

Hove and Barclay are suppliers of quality new and used cars. They are a limited company established some years ago and have a special contract to supply new cars made by one particular manufacturer. Despite this the majority of sales are of used cars of different makes and Hove and Barclay have a particular reputation as dealers in unusual or classic vehicles.

The Corner Shop

Ron Hartley, with help from his wife Thelma, runs the grocers at the plaza. It is the only "open all hours" in the area so he is already doing a healthy trade selling dairy products, fresh fruit and veg, and all kinds of tinned and dry goods.