

Units in The Make it Real Game

UNIT 1 - MAKING A START

Students are introduced to the Make it Real game, the journey they are about to make and their town. They learn about the High Five principles to career building. Students name and create their town.

UNIT 2 - MAKING A ROLE

Students are given the roles they will assume and explore throughout the game. They stimulate a job search exercise & each student finds a job with a company.

UNIT 3 - MAKING A COMPANY

Students create companies and discover how to work as a team by combining their different work skills.

UNIT 4 - MAKING LIFESTYLE CHOICES

Students explore and make life-style choices by choosing houses, transport and leisure activities they wish to have in their adult roles.

UNIT 5 - MAKING A COMMUNITY

Students are given the roles they will assume and explore throughout the game. They stimulate a job search exercise & each student finds a job with a company.

UNIT 6 - MAKING A TOWN WORK

Students explore the working nature of their town and discover the numerous types of occupations that make a town work.

UNIT 7 - MAKING A TOWN COMPLETE

Students explore new businesses that become their clients. They explore ten industry groups, listing the existing town businesses and services under the industry group categories, identify industry areas that the town lacks and identify new businesses or services to expand the industry base of their town.

UNIT 8 - THE SPIN GAME

Students in the company groups play the Spin Game, testing their knowledge of work roles, occupational concepts, vocabulary, town businesses and services and the major industry groups. They increase their knowledge and awareness of the wide variety of occupations and businesses.

UNIT 9 - MAKING A LIVING

Students are introduced to the concepts of local and global economies. Students in their Companies secure a work contract and work together to plan their living.

UNIT 10 - MAKING A BUSINESS TRIP

Students create companies and discover how to work as a team by combining their different work skills.

UNIT 11 - MAKING IT WORK

Students use their business trip findings and the materials they have gathered to create a marketing / advertising presentation for their client countries.

UNIT 12 - THE SPIN GAME

Students play the Spin Game again.

UNIT 13 - MAKING IT REAL

Students review and demonstrate the results of their career exploration journey through the Make it Real programme for an audience of parents, invited guests and school staff.