



The Real Game

A lifestyle, learning and earning teaching resource

For Key Stage 3

The Resource

The game is divided into 5 units covering a total of 18 topics. The resource is flexible and units can be chosen to meet timetable allocation over a schools year and specific learning outcomes. An indication of time is included within each lesson plan for the topics. The game can be played as an element of a carousel arrangement or as part of an enrichment programme or careers day.

The resources provide many opportunities for students to explore adult life and learn team-building skills in addition to individual learning and developing key skills. These can be transferred to personal decision making by students making subject choices at the end of KS3. Teachers are also able to draw in members of the community to enhance the topics being discussed and to draw in topics of particular relevance to their locality or a newsworthy item at the time.

The Game

Students start by being allocated a job role as a single adult and form neighbourhood groups. They undertake a series of activities, which explore their dreams about their future lifestyle, accommodation, transport choices and housing and leisure activities. They learn about a typical day as an adult in their job role and the educational achievement necessary to reach that position. Students calculate their monthly income and expenditure. Reality comes when the students have to balance their monthly budgets and assess how much of their lifestyle choices they can afford. Leisure time is also balanced with work priorities.

Students are also exposed to change and unexpected situations and explore workforce trends and gender stereotyping. They complete the game by drawing up a job profile based on their own dreams. Students learn about their own lifestyle priorities and think about financial planning and ultimately their own future careers.

The spin game is a major part of the game that enables teachers to recap over a number of topic areas and take some questions for class discussion. Students play the spin game within their teams and a scoring system engenders competition amongst the class.

The materials

The Real Game comes complete with a comprehensive facilitators guide and support materials. The guide includes lesson plans for each of the 18 topics included in the game. Photocopiable masters are included to help teachers minimise lesson preparation. The spin game, question & answer cards and chance cards are also included.

Curriculum outcomes

The Real Game delivers the CEG, PSHE and Citizenship learning outcomes in Key Stage 3. Guides have been produced mapping the learning outcomes against the individual topic areas in the game. This enables teachers to use the game flexibly and to adapt it to fit their desired outcomes.

Developments

Work is underway to produce a web version of the game. The new revised version will remain a teaching resource but will use interactive whiteboards to deliver a more exciting programme for students. Teachers will have more choice by downloading materials they wish to use. They will also be able to localise the cost of accommodation and choose job roles that better reflect the local area or aspirations of students. Students will be able to access the budgeting element on-line which could be used as part of an ICT lesson or in their own time to enhance their learning. The revised version will be available in Spring 2006.

**For more information or to contact a local Real Game Trainer go to
www.realgame.co.uk**