

Ages 10 to 12

the make it Real game

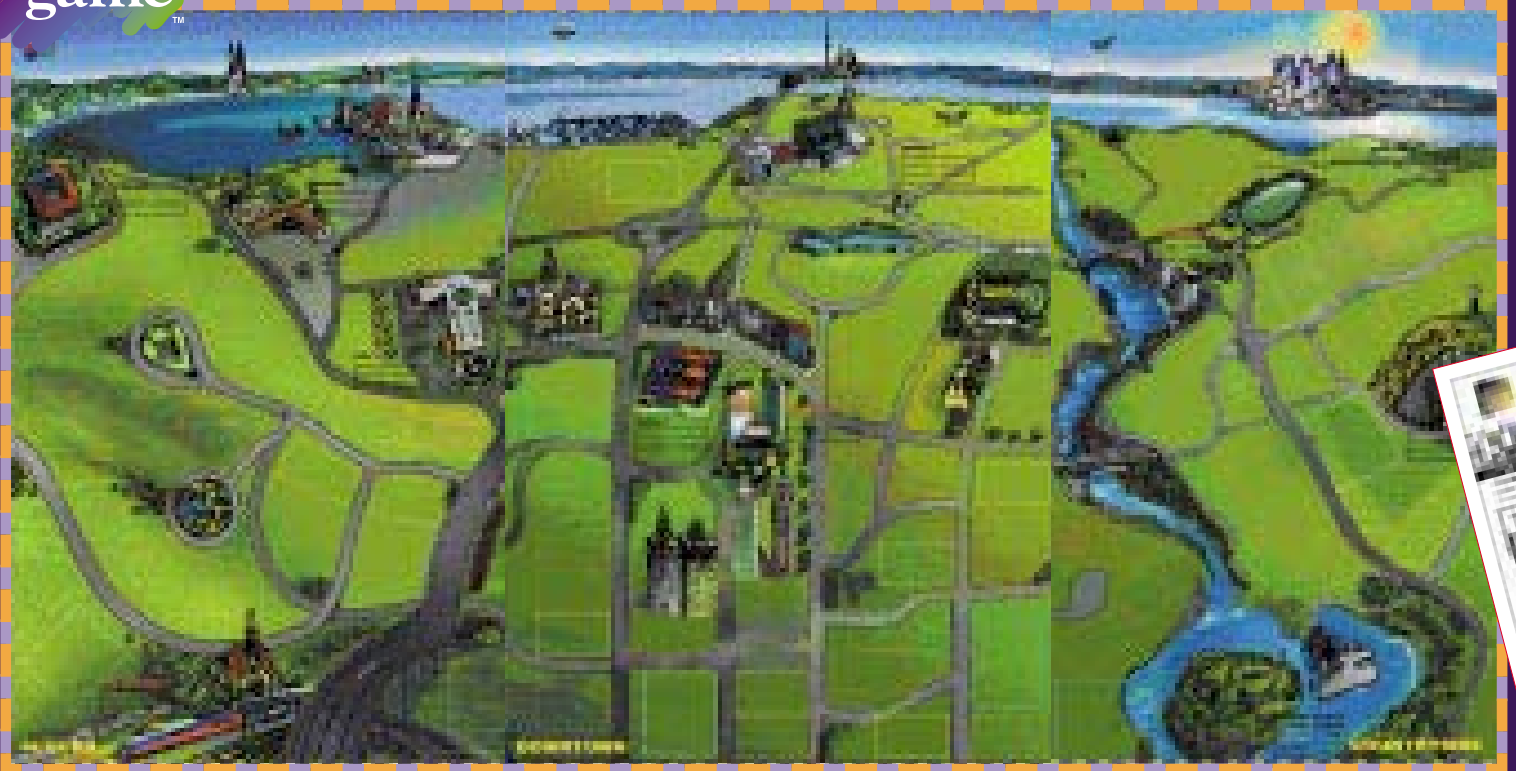


Connecting with local and global communities!

- Developed through an unprecedented international partnership of more than 5,000 Australian, Canadian and American educators, students and parents
- Targeted at students aged 10 to 12 years, usually in Years 5 and 6
- Organised in 11 sessions, each with detailed lesson plans and all materials required
- Optional activities included for use at the discretion of educators
- Classroom work experience provided in a small enterprise setting
- Easily localised and linked to community resources and realities
- Can be played for 15 to 17 hours (more with optional activities)
- Links students' life and work roles to all curriculum subjects
- Can be team taught by several subject teachers
- Lends itself to involvement of peer facilitators
- Includes specific learning outcomes for all sessions with measurable performance indicators
- Can readily be linked to other exemplary career development and teaching resources

A career education program that enables students to experience realities of the adult world in a fun and stimulating fashion and understand how choices and decisions made now may affect the quality of their lives as adults.





OBJECTIVES

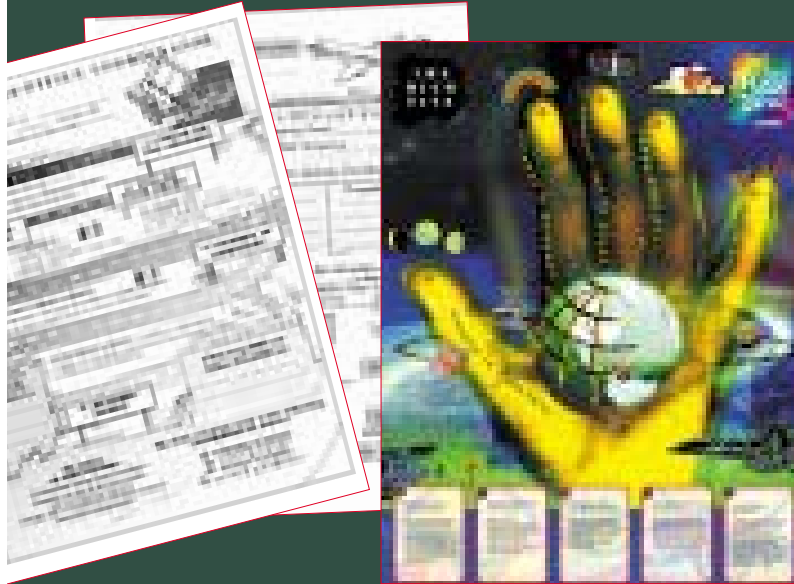
This program enables students to:

- Discover unique personal skills and talents with respect to life/work roles and relationships
- Build and reinforce a positive self-concept
- See how schooling (all subjects) and extracurricular interests are directly related to future life and work roles, and how furthering knowledge and skills in a planned way opens doors to many opportunities
- Realise there is a link between education and training, income and lifestyle aspects such as time available for family, community and leisure
- Explore a range of teamwork, problem-solving and communication skills and develop effective work habits in the context of working in a small enterprise
- Explore diverse work and community roles and discover what aspects of these roles bring most satisfaction
- Explore links between work and broader life roles, including the dynamics of building, living in and contributing to a community
- Understand that their local community is part of a world economy
- Explore other ethnic and cultural realities in the context of developing an advertising campaign to promote another country
- Be better prepared to make judicious choices regarding school and all aspects of their lives, to feel more in control of their destinies, and to move positively and with enthusiasm towards personal futures

HOW THE MAKE IT REAL GAME WORKS

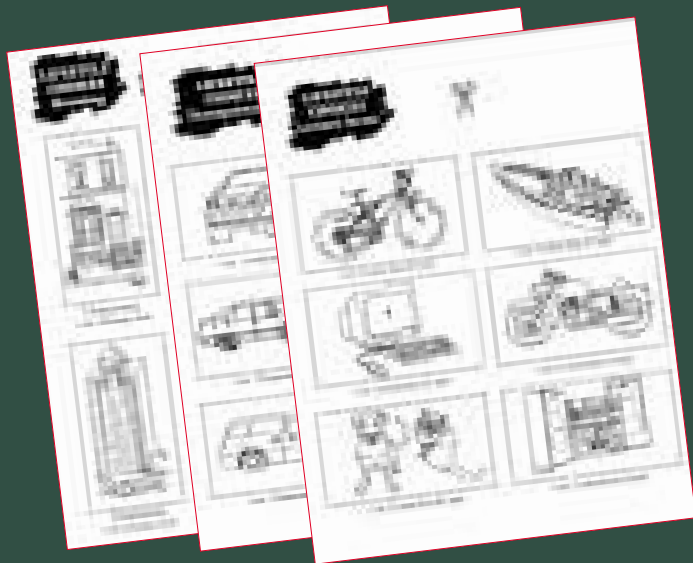
SESSION ONE: Making a Role

Students are introduced to *The Make It Real Game*. They become familiar with the adult Role Profiles they will assume and explore throughout the program. (About 80 minutes)



SESSION TWO: Making Neighbours

Students create their own unique town, and explore and make lifestyle decisions by choosing houses, vehicles and leisure items they wish to have in their adult lives. (About 120 minutes)



SESSION THREE: Making a Town

Students use group decision-making and communication skills to personalise their communities and their town. (About 80 minutes)

SESSION FOUR: Making a Town Work

Students explore the nature and functions of their town and discover the diverse range of work roles that make a town work. Companies are formed, and each student is hired to a specific occupation within one of the companies. (About 120 minutes)

SESSION FIVE: Making a Company

Students explore the basics of work search and discover how to work as a company (group) by combining their different life and work skills. (About 100 minutes)

SESSION SIX: The Brainstorm Spin Game

Students form groups based on their occupational titles and play an engaging Brainstorm Spin Game that tests their knowledge of work roles, concepts and vocabulary, and of their community businesses and services. (About 40 minutes)



SESSION SEVEN: Making a Living

Operating in company units, students secure contracts with an international business to create an advertising campaign for another country. Each student, with specialised responsibilities, works in a company team to research their client country. (About 60 minutes)

SESSION EIGHT: Making a Business Trip

Students explore the realities of a global economy and the culture of another country by researching, information and gathering materials for their advertising campaigns. (About 120 minutes)

SESSION NINE: Making it Work

Students apply what they learned on their business trip to create an advertising presentation for their client countries in fulfillment of their international contract. (About 90-180 minutes)



SESSION TEN: The Brainstorm Spin Game

Students form groups based on their occupational titles and replay the Brainstorm Spin Game, using a new set of more challenging questions to test their knowledge of work roles, concepts and vocabulary, and of their community businesses and services. (About 40 minutes)

SESSION ELEVEN: Making it Real

Students review, reflect upon and demonstrate the results of their *The Make It Real Game* career exploration journey by presenting their advertising projects to an audience of parents, invited guests and school staff. (About 60-80 minutes)

COMMONLY ASKED QUESTIONS

Is *The Make It Real Game* a game or a program?

The Make It Real Game is a demanding and ambitious career development program. However, the program is experiential, involving creative role-playing and simulation activities. As a result, students have fun as they learn about adult life and work roles in the context of their own career and educational planning. *The Make It Real Game* is, then, an educational program with clearly defined learning outcomes and performance indicators, presented in the form of a game.

How much time does it take to play *The Make It Real Game*?

It takes from 15 to 17 hours of class time to complete the core activities of the program. Optional activities are also included in the *Facilitator's Guide* which complement the core activities and create opportunities to involve working people from the community, other teachers and parents or guardians. Thus, the program can be extended for a term, a semester or even a full year.

Do I need training to present the game to students?

Although complete and easy-to-follow lesson plans are provided for facilitators, training is strongly recommended.

Both students and teachers benefit more from the program when facilitators attend a one-day training session.

How do I get the training I need?

For information on training procedures, events and trainers in your area, please:

- visit the Australian Real Game website at www.realgame.gov.au;
- contact your local National Advisory Committee representative (see www.realgame.gov.au for current contact information); or
- email realgame@dest.gov.au.

Is *The Make It Real Game* suitable for Australian students?

All programs in the Real Game Series were originally developed in Canada and the United States. Each Australian edition has been developed after extensive piloting in approximately 100 government and non-government schools in Australia.

This process has been overseen by a National Advisory Committee comprising representatives from the Commonwealth Department of Education, Science and Training, State/Territory Education Departments, non-government education authorities, industry and Indigenous education.

How does the game integrate with regular curricula?

In over 50,000 classrooms internationally now using programs in The Real Game Series, a team teaching approach is most common.

Who can deliver the program?

Teachers from English, maths, SOSE/HSIE, arts, technology and other areas, as well as career counsellors, librarians, administrators, parent volunteers and peer facilitators can all facilitate or be involved in key activities in the program.

Is it possible for parents to buy *The Make It Real Game* so their children can play it at home?

This is not recommended. *The Make It Real Game* is more beneficial in classroom or group settings where a "mini-society" can be created with at least 5-10 participants. Group interaction contributes greatly to the effectiveness of the program.

Are other versions of this program available for other age groups?

Yes. This is one in a series of six developmentally-sequenced programs, developed in Canada and the United States and being piloted and adapted for use in Australia. For up-to-date information on which games are currently available, please visit the Australian Real Game website at www.realgame.gov.au

<i>The Play Real Game</i> ^Ø	Ages 8 to 10
<i>The Make It Real Game</i> *	Ages 10 to 12
<i>The Real Game</i> *	Ages 12 to 14
<i>The Be Real Game</i> *	Ages 14 to 16
<i>The Get Real Game</i> ^Ø	Ages 16 to 18
<i>Real Times, Real Life</i>	Adults

* Australian edition available

^Ø To be piloted in 2003



FEEDBACK

STUDENTS

"I like how we get to learn different languages and get to learn how to do different jobs and get to pick where we want to live."
(Year 6 student)

"I loved the part when we got to colour the house and car. This game is really fun. I learned how to cooperate and work with other people."
(Year 5 Student)

"I still think it's one of the best games in the world, because it's fun."
(Year 5 Student)

CAREER COUNSELLORS

"The Faciliator's Guide is very well laid out. Sessions are clearly headlined and easy to follow and the content of the sessions was consistent with other curricula: research, reading, writing, group work."
(Career Counsellor)

"I liked the game because it was fun to have a house and a car and a company, and it was fun being a writer. It was also fun when we got in our groups and coloured and did the script, and went on the computers and coloured the map."
(Year 5 Student)

"I think the game is a great deal of fun and a wonderfully relevant experience for children. Students learn about cooperation and responsibility to self and others. I thoroughly enjoy facilitating this program. Extremely teacher friendly."
(Year 6 Teacher)

TEACHERS

"The class is thoroughly enjoying the entire process of the game. They particularly like the idea that they can have so much input, make suggestions, take opportunities and 'control' their end product."
(Year 5 Teacher)

"The teamwork, cooperation, brainstorming, discussions, making lifestyle choices, and learning new technology have been an 'awesome' experience. The children have experienced a lot of success and really look forward to each of our classes in the game. They can't get enough of it."
(Year 6 Teacher)

"The activities at the end of the game were educational and fun. Students were given the opportunity to develop many skills, e.g. writing, public speaking, etc. GREAT FINALE."
(Year 6 Teacher)

"The Make It Real Game incorporates interactive learning strategies that enhance and accelerate the acquisition of knowledge and skills. The game format brings fun, stimulation and excitement to career development activities that have traditionally been didactic, tedious and at times boring—for both students and teachers. In the game, a learning environment is mutually created between the teacher and students that enables learning to become a thoroughly enjoyable experience. This approach allows both brain hemispheres, multiple and emotional intelligences, and the conscious and subconscious minds to be activated, and enhances the absorption, involvement and commitment of both facilitator and participant in the learning process."

Phil Jarvis, Vice-President—Partnership Development, National Life/Work Centre, Canada



THE REAL GAME SERIES

<i>The Play Real Game</i> [∅]	Ages 8 to 10
<i>The Make It Real Game</i> *	Ages 10 to 12
<i>The Real Game</i> *	Ages 12 to 14
<i>The Be Real Game</i> *	Ages 14 to 16
<i>The Get Real Game</i> [∅]	Ages 16 to 18
<i>Real Times, Real Life</i>	Adults

The one-time site licence fee for each program gives purchasers the right to use the program at one address with as many classes or groups as desired for an unlimited period of time. The Facilitator's Kit for each program includes all materials required to deliver the program, including coloured overhead transparencies and reproducible masters of all consumable students materials.

* Australian edition available

[∅] To be piloted in 2003

To place an order:

To order *The Make It Real Game*, please download an order form from the Australian Real Game website at **www.realgame.gov.au**

For further information on training and other aspects of the Real Game Series in Australia, please visit the Australian Real Game website at **www.realgame.gov.au**