



# *The Be Real Game*

## Delivering WRL Enterprise Education in Key Stage 4

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### *The Resource*

The Be Real game is a lifestyle, learning and earning teaching resource for Key Stage 4. The game delivers across the personal development agenda of CEG, PSHE, Citizenship and WRL. It also delivers WRL Enterprise Education, which must be included in the curriculum at Key Stage 4 from September 2005.

The Be Real game is fun and provides opportunities for students to develop entrepreneurial skills and aptitudes. This comes to life when students identify market opportunities to create additional income when managing and balancing their monthly budgets. The ideas generated by students are based upon their own life experiences and the characters they are role-playing. Consequently, most students are able to achieve desired outcomes.

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### *Be Real and Enterprise Guide*

A guide is available on the Real Game website which demonstrates how the **Be Real** game delivers the Enterprise outcomes included in the WRL framework and as defined by DfES. How each topic of the game meets the DfES definition is included in the guide. The division of the game into individual topics provides flexibility and enables schools to effectively use available timetable resource. The guide also includes suggestions for enhancing lesson plans and additional questions for the spin game to further meet Enterprise outcomes.

## *Links to Work Experience*

The school's work experience programme and Be Real Enterprise delivery can be mutually beneficial if students undertake their work experience placement between topics 11 and 12 in the game. Students have the opportunity to seek out and consider enterprise activities within their host companies. On return to school, the work experience gives further background for students to set personal goals within the latter part of the game.

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## *Additional Expertise*

The Be Real game does not require the services of an external provider. The game can be embedded within the school's curriculum and can draw in a range of teachers and tutors. However, drawing in expertise amongst the community can enhance delivery in school. Education Business Partnerships are able to offer support to schools, bringing a business focus and experience to the classroom. A local contact can be found via [www.lsc.gov.uk](http://www.lsc.gov.uk)

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## *Costs*

**The Be Real Game costs £90 per pack plus p&p.** The kit includes a comprehensive guide with lesson plans, photocopiable masters and quality, colourful support materials. Student folders are also available for purchase, at £15 per pack of 10, which enables students to keep their work together.

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## *Support*

A network of Real Game Trainers is available to help schools implement the Real Game series. This service is free of charge in many areas. Your local contact can be found on the Real Game website. Curriculum guides mapping links to the subject learning outcomes and a copy of the Be Real and Enterprise guide are also available on the website and can be downloaded free of charge.

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**For more information or to order ring 01229 814840 or visit  
[www.realgame.co.uk](http://www.realgame.co.uk)**