

# Topics in The Be Real Game

## TOPIC 1 - MY ROLE

Students are introduced to the High Five and the fact that throughout the first part of the game they will be role playing as adults to get some experience of the issues they will be faced with as young adults. They receive their My Role sheets and become immersed in their role by discussing it with their group and participating in a Q & A session.

## TOPIC 2 - PREPARING FOR WORK

In preparation for job search students learn about the importance of skills, personal qualities and educational qualifications and relate these to their role. Students prepare a CV, apply for, and are interviewed for their first job.

## TOPIC 3 - WORLD AT WORK

Students find out that their applications for work have been successful and they familiarise themselves with their new jobs. They begin to appreciate the diversity of the adult world of work and make links between education and work.

## TOPIC 4 - MY LIFESTYLE

Students explore the relationship between income and lifestyle, choices and necessities as determined by their monthly budget. They make personal choices and work out their monthly budget.

## TOPIC 5 - OUT OF THE BLUE

Students encounter typical real-life situations that challenge their decision-making skills and make them think about moral dilemmas, coping with the unexpected and the importance of saving.

## TOPIC 6 - OUR COMMUNITY

Through teamwork and consensus students create neighbourhood communities and form a town that will serve as a background for their work / life experiences in future topics.

## TOPIC 7 - THE SPIN GAME

Students in their small groups play a question and answer game and are awarded points. This tests their knowledge of work, community and education and skills.

## TOPIC 8 - COMMUNITY CHALLENGE

Students are presented with a challenging urban planning issue that introduces them to issues of civic responsibility and community involvement. They make group presentations and explore different types of decision-making processes.

## TOPIC 9 - CHANGE IS CONSTANT

Students experience the consequences of job loss & job change caused by a variety of factors including downsizing, restructuring, environmental factors, technological change & personal initiative. They learn some coping strategies and discover that opportunities for positive change can exist in the midst of difficult circumstance.

## TOPIC 10 - FOCUS ON THE JOURNEY

Students use & adapt their original CVs to reflect the experiences & transferable skills they have gained from their first job to seek and find new employment. They analyse and reflect on the key differences & opportunities between their first & second jobs.

## TOPIC 11 - THE SPIN GAME

Students review the vocabulary and concepts they have encountered by playing the question and answer game.

## TOPIC 12 - ADULT WORLD OF WORK

Students explore and share case studies of real life changes in the world of work based on the findings from their interviews with adults who are influential in their lives.

## TOPIC 13 - THE REAL ME

Students complete a variety of self-assessment exercises that are intended to give them an insight into their interests, skills and learning styles.

## TOPIC 14 - MY NEXT STEPS

Students create a new or updated personal Progress File using the information, knowledge and experience gained from their simulated roles & jobs as well as from the self-assessment exercises to demonstrate their personal goals & targets.

## TOPIC 15 - THE SPIN GAME

Students review the vocabulary and concepts they have encountered by playing the question and answer game.

## TOPIC 16 - A NEW BEGINNING

This session offers the facilitators, students and their parents or carers the opportunity to come together and share their achievements in The Be Real Game.