



The Be Real Game

A lifestyle, learning and earning teaching resource
For Key Stage 4

The Resource

The game is in two parts and is divided into 16 topics. The resource is flexible and units can be chosen to meet timetable allocation over a schools year and learning outcomes. An indication of time is included within each lesson plan for the topics. The game can also 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 begin to understand the choices and responsibilities associated with it. This comes in the form of learning how to budget, experience different family relationships and the impact and responsibility of making decisions within the community. 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 begin the games by being given adult roles and family situations. These evolve throughout the programme as they confront real issues they may face one day as adults.

Within their adult role they:

- learn about qualifications, personal qualities and key skills;
- write a CV and apply for vacancies;
- experience budgeting including accommodation, expenses, savings, transport etc. and the impact on lifestyle;
- match job role against income and lifestyle choices, problem solving any shortfall in budgets
- become creative in generating additional ideas for earning additional income.

Students experience life change; for example through job loss or becoming a one parent family. They explore the role of the community selecting representatives, designing and naming their neighbourhoods, considering planning issues and learning how to influence government decisions.

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.

In the second part of the game students deploy the skills they have learnt during role play. They apply the skills to their own lifestyle and wishes, creating their own CV, identifying skills and interests and their achievements. The students explore careers and set goals for the future, supporting personal decision making in identifying their post 16 pathways.

The materials

The Be Real game comes complete with a comprehensive facilitators guide and support materials. The guide includes lesson plans for each of the 16 games topic areas. Photocopiable masters are included to help teachers minimise lesson preparation. The spin game and question and answer cards are also included.

Curriculum Outcomes

The Be Real game takes forward Key Stage 4 learning outcomes in CEG and WRL. It also delivers the WRL/ Enterprise learning outcomes of financial and enterprise capability, attributes and skills. Guides mapping the subject learning outcomes against the game have been developed to help teachers.

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