



The Make it Real Game

A lifestyle, learning and earning teaching resource
For Key Stage 2 and 3

The Resource

The Make it Real game provides opportunities for students to explore adult life and how their community works. The game is divided into 13 units of activities. The resource is flexible and units can be chosen to meet timetable allocation over a school 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 game is structured to enable teachers to draw in members of the community and parents to enhance topic areas.

The game is appropriate to deliver Citizenship in Year 6. In Year 7 whilst taking forward the citizenship agenda the game can be used to deliver CEG outcomes which is now compulsory at KS3. This is particularly around the use of business/ careers vocabulary and the links between educational achievement and lifestyle. There is also evidence that students gain confidence through playing the game, which supported their transition from primary to secondary school.

The Game

The central element of the Make it Real game is students assuming life/work roles and working together in groups to form small businesses. Each class creates a town that is divided into different communities. Students start the game by receiving a job role. They learn about the skills, interests and duties of their job. Students learn about the responsibilities and privileges of citizenship, planning public buildings, transport systems and housing in the town they have created and named.

The students then come together to form companies and learn about the mix of skills required by the workforce. They recruit staff, locate offices, decide on a name and create business cards. Students complete a group project where they research a foreign country and prepare a presentation.

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.

Students gain an understanding of adult life and see the connexions between education, work and lifestyle whilst acquiring and practising personal and team building skills, and gaining in confidence.

The materials

Make it Real come complete with a comprehensive guide and colourful support materials. The guide includes lesson plans for each of the 13 topic areas to help teachers minimise lesson preparation. The spin game and question & answer cards are included.

Curriculum outcomes

The game delivers Year 6 & 7 Citizenship and Year 7 CEG outcomes. Guides have been developed mapping the game against the learning outcomes to help teachers with preparation and to adapt the game to meet their needs.

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