

The Real Game - Quick Start Up Guide

This guide has been designed as a quick and basic introduction to The Real Game. You can find a more detailed user guide on your Real Game CD.

What Have You Received?

Along with this user guide you should have received the following:

- **A letter** stating your user name, teacher password and student password
This is the most important thing you need to deliver the game. Once you have your user name and passwords you can start using The Real Game.
- **The Real Game CD** – This contains the four mini games including the **The Spin Game**, and the **In Class Presentations**. It can be used to deliver the Real Game Off Line or as a backup should there be no internet access in a classroom. **Please note this is a support resource only – The Real Game is accessed by logging on to the website using your username and password.**
- **A Ways To Play The Real Game Chart** - This chart shows you the options for delivery of the Real Game (see below for further information on different ways to deliver the game).

What is The Real Game?

The Real Game is a teaching resource which uses a mix of groupwork and individual learning to introduce students to the link between educational achievement and the lifestyle they can lead as adults.

The resource is flexible and can be used to meet available timetable allocation. The Real Game is a mix of in-role activities, stand alone lessons and students applying their learning to themselves.

Getting Started



Go to www.realgame.co.uk

Enter your username and teacher password here

Once logged on you should be able to see this screen. From this screen you can access all the resources you need to deliver the Real Game.



Online Versus Off Line - Explained

There are two ways to deliver the Real Game: Online and Off Line.

Online

To deliver the game Online you will need an internet connection, PC and a either projector or whiteboard within the classroom in order to deliver the In Class Presentations and Games.

For some lessons and activities students will need individual PCs to access their interactive worksheets (accessed using the Student Password). Because it is web-based students can also access their worksheets out of class e.g. at home.

Off Line

To deliver the game Off Line you can use The Real Game CD with a PC and a either projector or whiteboard within the classroom in order to deliver the In Class Presentations and Games.

Students complete the worksheets as handouts which need to be either printed from the website by teachers before the lesson (you will need to log-on to the website using your Teacher Password to access and print the worksheets) or purchased as a Student Worksheet Pad (one per student) and Job Roles Pad (one per class).

You may choose to mix and match; delivering some lessons Online and some Off Line depending on the resources you have available to you in your school. Whichever way you choose to deliver the game however you will still need to be Online as a teacher, to prepare lessons and print off everything you need.

Setting Up Classes and Teams

If you wish to use interactive elements of the Real Game the first thing you need to do is set up your classes and the teams within each class. The Real Game is best played with students working together in groups. The groups or **teams** also provide a competitive element for each of the four mini games e.g. The Spin Game.

To set up up your classes and teams click on **Setup Class** on the School Home Page.



On the **Setup Class** screen enter in a class name and teacher name then click on **Insert Students** to either cut and paste a class list from an existing document, or to type the student names directly into the box. Type each name on a new line.

Enter the number of teams you wish to divide the class into and click **continue...**

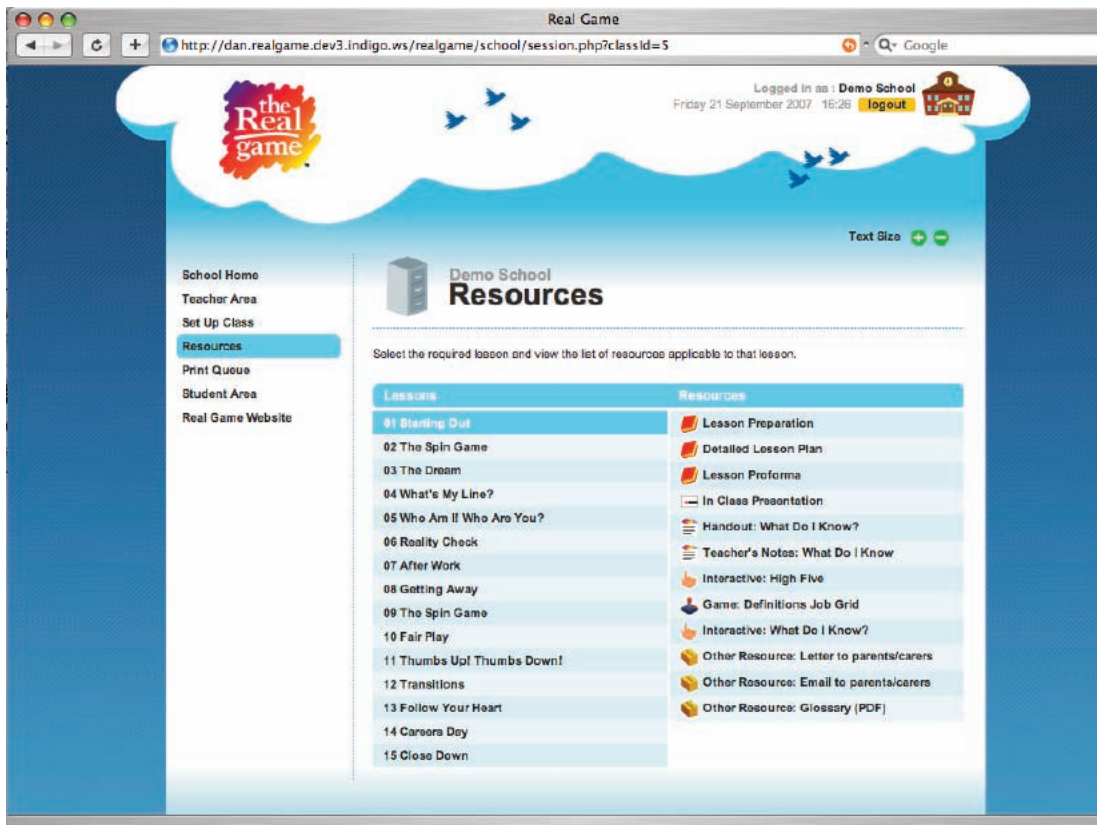
You can then give each team a name and move students between teams if you wish.

Note: Teams can later be modified and team names inserted or changed by clicking on **Live Class** on the school home page then next to the class you want to amend click on the arrow in the **Modify** column

Playing the Real Game Online: The Live Class Screen

Once you have set up your classes and your teams you can access all the resources by clicking on **Resources** on the **School Home Page**.

Here you can view and access all the resources for each individual lesson. Spend some time familiarising yourself with this screen by clicking on the different lessons (shown on the list on the left) and the different resources provided for each lesson (shown on the list on the right - this list will change depending on which lesson is selected)



Icons Explained



When you see this red book symbol the resource is to do with preparing and planning the lesson. These documents will guide you through delivering each lesson. **Lesson Preparation:** What to do before you begin the lesson. **Detailed Lesson Plan:** Instructions and suggestions for delivering a particular lesson. **Lesson Proforma:** A lesson plan formatted for printing which includes a lesson differentiation facility.



In Class Presentation. A presentation introducing each lesson to the class. Presentations can contain bulleted learning points or a demonstration of an interactive worksheet or an interactive game. The **In Class Presentation** in Lesson 1 is an introduction to The Real Game as a whole.



Handouts: These can be printed out before hand and distributed to the class during the lesson. You will need to do this should you be delivering the game Off Line (there is also the option to purchase the Student Worksheet pad as an alternative to printing)



Teacher's Notes: These are the additional notes for particular lessons.



Interactive: Wherever you see this logo this means that this resource is completed online. (In the example of Lesson 01 you have a choice; you can print off copies of the "What Do You I Know?" handout for students to fill in *off line* **OR** students can complete this questionnaire on an individual PC *Online*.)



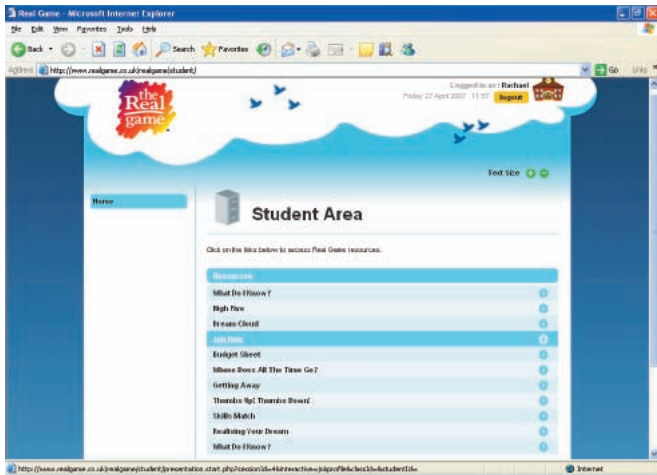
Game: This is a mini, interactive game within the Real Game



Other Resource: These are any other resources you may need to deliver the lesson.

Student Area

To deliver the Real Game Online students will need to have access to individual PCs for the **Interactive** resources. They access these interactive resources through the Student Area. To access the student area a student needs to log-on using the **school's username** and **student password**.



They choose which resources they need to access for a particular lesson e.g. their **Dream Cloud** or their **Budget Sheet**

They then select their **class** from the list.

Finally they select their own **name** from the class list to enter. Work can then be saved so each time a student returns to a particular resource any work he or she has done is stored.

Playing The Real Game Off Line

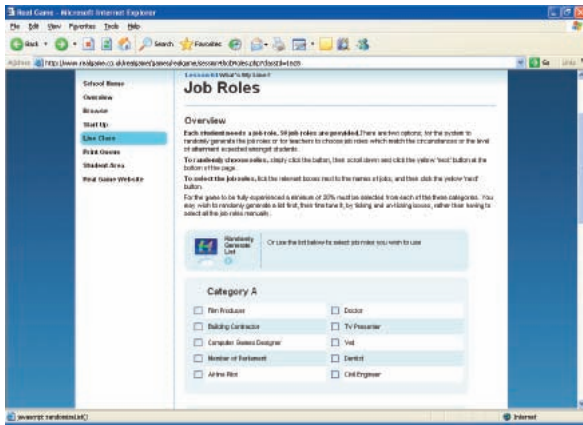


If you have set up your classes and teams but wish to deliver the Real Game Off Line you can access all the resources you need from the **Resources** menu (see above) From this menu you can print off all the necessary worksheets and handouts.

If you wish to access resources without setting up classes and teams you can also access them from the **Resources** screen, and choose the demo class. This is useful for quick and easy printing of worksheets and handouts.

Note: If you wish to play the game off line you do not need to set up a class. However you may find it useful to set up a class to enjoy the benefits of the random allocation of Job Roles in Lesson 4 and the printing of Student Certificates at the end of The Real Game. You will need to use The Real Game CD for accessing In Class Presentations and use printed or purchased handouts for students to complete by hand. The mini games e.g. The Spin Game can be accessed on the CD but manual records of team scores need to be kept.

Distributing Job Roles Online



In your Live Class go to **04 What's My Line?** then select **Other Resource: Setup Jobs (Interactive)**

Follow the instructions on screen to select which Job Roles will be used.

On the next screen follow the instructions to match students to a specific Job Role.

Once you have matched up students to jobs click **finish** at the bottom of the screen.

Now each of your students can log-on with the student password and discover which Job Role they will be playing with for the duration of The Real Game.

Distributing Job Roles Off Line

The Job Roles are located in **Lesson 04 What's My Line? - Other Resource: Setup Jobs (Handouts)**

To print hard copies of the Job Roles simply tick the boxes next to the jobs you wish to print and click "Print Now" at the bottom of the screen

OR

at the Bottom of the Screen select Browse Job Roles to view all the different Job Roles and then send them to your printer.

