



## **Real Game Update 2007**

**The following improvements and updates have been made to the Real Game website from 1 October 2007.**

### **In-class presentation**

The screen presentations have been enlarged to make them easier to use in the classroom. The margins have been reduced, the tool bar moved to the bottom of the screen and font enlarged.

### **Job roles**

All salaries have been increased. 8 additional job roles have also been included (now 58 in total):

- architect and production engineer to the top salary category;
- engineering maintenance fitter, computer operator and carpenter/joiner to the middle;
- airport baggage handler, fork truck operator and health & fitness instructor to the lower salary category. The farm worker job role has moved to the lower salary category.

### **Day in the life of**

A floating palette of the answers has been developed which will make dragging the answers across easier. The answers are also automatically checked on completion and incorrect answers highlighted.

### **Qualification chart**

This has been amended in line with the DCSF chart included in the 2007/08 version of the *Which way now?* Publication.

### **New certificate**

Additional wording has been included to the student certificate issued at the end of the programme to better reflect achievement and experience gained by students having played the Real Game.

## **Navigation**

The school home page has been amended to improve navigation. Changes to the main headings are as follows:

**Teacher area** – this incorporates the lesson overview chart of resources. Links to technical support and teaching guides have been included here for ease of access to information on the site. A new area **Best Practice** has been developed. This will enable teachers and others using the game to share best practice and any resources they have developed with other users. If you are willing to share ideas and resources will you please email [Lesley.bailey@prospects.co.uk](mailto:Lesley.bailey@prospects.co.uk).

**Set up class** – for use at the start to set up a class and teams. The navigation has been improved to enable names to be typed in individually or cut and paste from a list. Teams can then established randomly and amended if required. Later amendments can be made from the resources menu, the buttons are on the right hand side of the class name.

**Resources** – where resources for each lesson are accessed.

**Print queue and Student areas** - have not been amended.

**Real Game Support Team**  
**October 2007**