

How do you deliver personal development?



Personal development has never been more important for young people. They are bombarded with complex choices which need considering and planning for earlier in their young lives. What KS4 subjects do I take? What provides a balanced learning portfolio? Do I choose vocational or academic subjects or a mixture of both? Which extra curricular activities would enhance my CV? And, of course, which career would I find interesting, is achievable and would suit my lifestyle?

So how do schools respond to these needs of all students, from the most able to the disengaged, and the introduction of the new PSHE curriculum of Personal wellbeing



and Economic wellbeing and financial capability?

Kent College rose to the challenge by using the Real Game lifestyle, learning and earning resource for students in Year 8. This off-the-shelf programme provides a flexible framework for personal development and delivers PSHE learning outcomes including self-development, career, employability, budgeting, enterprise, exploration, decision-making and negotiation, plus other subject areas e.g. IT skills if played online. This adaptable resource can be used within available curriculum time or off timetable.

Comments from students playing the game include “fantastic”; “enjoyable”; “interesting”; “made you think about what you want to be when you are older and have to do to get there”; and “showed you cannot have all you want without a high flying job”.

Carol Baker is Head of Year 8 and delivers the Real Game across two terms in one 35 minute lesson per week.

Carol says she has little or no preparation in her second year of playing the game. Everything needed is available. The lesson plans are good and easy to follow. The format is an effective way of engaging other teachers in delivery of the Game, which Carol has previously experienced, although she uses the new

version of the Real Game by herself.

Kent College plays the game online with 3 separate classes. Students enjoy the game and are so engaged with the new 2006 version that Carol makes little use of the spin game, traditionally used by many teachers to maintain engagement. Students role-play young adults and dream of their lifestyles. Reality strikes when they budget time and income from a given job role.

Carol finds that students make the link between qualifications, income and their future careers and lifestyles. They are more aware of the differences between people and their skills base. Work/life balance is explored and students realise that time is precious. They are more focussed in school activities, understanding the purpose of learning and being at school. A bonus is that parents understand the programme and can access students work with them at home.

The 2006 version of the Real Game can be played online, as used by Kent College, or traditionally where students use handouts and do not require access to PCs. Students experience group working and individual learning whichever route is adopted.

And the last word from Carol: “The Real Game is an exciting format through which you can offer all aspects of personal development. Students enjoy the lessons and engage with the programme. The problem is to stop them to listen, once they have started activities.”

For more information go to www.realgame.co.uk, email info@prospectseducationresources.co.uk or ring 01229 814840.