

Evaluation Results

Results of a two-year evaluation indicate The Real Game:

- Increased student's engagement in school;
- Benefited student's sense of self-efficacy;
- Positively impacted students' goal setting, abilities and confidence in their future success;
- Significantly strengthened students' understanding of the knowledge, skills and abilities necessary to succeed in the workplace.

Center for School Counseling Outcome Research,
University of Massachusetts, Amherst



The Real Game California™

Equips ALL Middle & High School Students for Success in School & in Life!

Order online!

RealGameCalifornia.org



The Real Game California™ is the latest addition to the internationally popular and effective The Real Game Series™ being used in over 50,000 classrooms in ten countries.

This career development curriculum is intended for Californians ages middle school on up!

Teachers, administrators, and parents report:

- *academic achievement improves*
- *attendance improves*
- *behavior problems diminish*



All activities in The Real Game California™ have been aligned with:

- California [Academic] Content Standards
- California Career Technical Education Model Curriculum Standards
- Equipped for the Future Content Standards for Adult Literacy and Lifelong Learning
- National Career Development Guidelines (rev. 2004)
- American School Counselor Association (ASCA) National Standards for Student Academic, Career and Personal/Social Development
- Secretary's Commission on Achieving Necessary Skill (SCANS) Employability Skills

Launched in June 2006 by Jack O'Connell, State Superintendent of Public Instruction, and identified by the California Department of Education as one of the top 10 achievements of 2006!

The Real Game Series™

The following resources comprise the entire series of Real Game resources available in California:



Theme: Living & working in a community
Grades: 3rd & 4th
Ages: 8 to 10
Length of Curriculum: 10 - 11 hours



Theme: Working in a small company involved in international business
Grades: 5th & 6th
Ages: 10 to 12
Length of Curriculum: 15 - 16 hours



Theme: Making ends meet and prospering in adult life and work
Grades: 7th on up
Ages: 12 on up
Length of Curriculum: 25+ hours



Theme: Balancing work, family, leisure, and community while building a career
Grades: 9th & 10th
Ages: 14 to 16
Length of Curriculum: 17 - 21 hours



Theme: Rehearsing gateway scenarios for the transition from school to adult life
Grades: 11th & 12th
Ages: 16 to 18
Length of Curriculum: 13 - 20 hours



Theme: Finding opportunity in adversity and learning to manage one's career building process
Grades: Postsecondary
Ages: Adults
Length of Curriculum: 22 - 26 hours



So...what is The Real Game California™?

As we embark upon the 21st century, one reality becomes clearer: how we work will never be the same again. The changes are many, and rapid. **The Real Game California™** is designed to introduce participants to the nature of the future they face, help them understand it and begin to develop the career self-management competencies needed to confidently navigate this new world of work.

The Real Game California™ is conducted in a group setting of 10 or more participants over the course of 26+/- hours. The central element of the program is each participant's adoption of a simulated work role, which enables them to experience situations that all adults face regularly. By learning about themselves within these roles and with the assistance of support print materials, class discussion, active and reflective activities, and dialogue with fellow players, facilitators and family members, participants gain a realistic understanding of adult life and work.

The curriculum is divided into four units described below. Each unit represents a step of the journey, and each subsequent step builds on the previous one.

Units are divided into sessions, and the Facilitator's Guide breaks the sessions down further into the key instructional elements: overview, time, learning objectives, performance indicators, materials, preparation, and a step-by-step guide to activities. For most sessions a number of suggested discussion points are included, as well as one or more optional activities.

By playing **The Real Game California™**, participants discover the importance of education and life-long learning. In effect, **The Real Game California™** gives participants tools and experiences that help them make realistic and informed choices and better prepares them to succeed at meeting their career goals.

The Real Game Series™ is the result of a not-for-profit collaboration among most U.S. states and territories, Canada, the United Kingdom, France, Germany, Australia, New Zealand, Holland, Hungary, and Ireland. The programs are used to teach career self-management competencies in over 30,000 U.S. schools and community agencies and in over 50,000 sites around the world each day. California is the first U.S. state to develop its own version of **The Real Game™** — one of the six levels of **The Real Game Series™** — with California-specific work roles, salaries, housing prices, learning options, and so on.

The Curriculum

Unit I - Making a Living

In these sessions, students become acquainted with **The Real Game California™**. They learn basic concepts and terminology associated with the program and with the world of work.

Participants play the first round of The Spin Game, a question and answer game, which draws on their existing knowledge of the working world. They form groups around which many subsequent The Real Game California™ events will function.

Then, they dream - by selecting from a Wish List all the material things they would like to have and the leisure activities they hope to pursue. They are assigned jobs and learn about the circumstances of working life.

They learn about the jobs and lifestyle choices of their neighbors and build the foundations of an imaginary classroom community.

Unit II - Quality of Life

Participants learn about the perks of working life, leisure and vacation time, and how they relate to earnings, different occupations, personal inclination, and educational achievement.

Participants discern between the activities that must be done and the ones that they want to do, choosing from many options or creating their own.

Reality strikes when they complete their monthly budgets and compare what they dreamed of owning and doing with what fiscal reality and chance will allow them.

Participants plan a group vacation, choose a dream destination, match dreams with budgetary realities, and research and report on their travels.

Unit III - Changes and Choices

Participants explore their preconceived notions about gender issues at home and in the workplace. They also examine their feelings and perceptions about the occupations to which they have been matched - considering what suits them and exploring avenues that might suit them better.

Harsher realities impose themselves when each group deals with the implications (and the possibilities) of job loss. In the next session, with no prior warning, the entire group is rendered jobless. They learn about chance, change, and coping with the unexpected.

They then explore how they can create their own businesses and understand the implications of self-employment.

Unit IV - The Personal Journey

Participants integrate their future working lives into the complete picture of their lives, reinforcing the idea of career as the sum total of personal, family, working, and extracurricular events.

Participants are then encouraged to draw on everything they have learned about career planning, the world of work, and, most importantly, themselves, while exploring an ideal occupation. A variety of inventories and assessments provide the participants an opportunity to develop a better understanding of themselves.

Participants expand on what they have learned and link it to the real world by hosting a Career Day. After playing a final round of the Spin Game, The Real Game California™ wraps up with a celebration and the presentation of an individualized certificate to each individual.



For more information call (916) 273-4369 or visit www.RealGameCalifornia.org