

# *Local Links to Industry*

## *The Make It Real Game*

**(Game 2 in the series)**

### **About The Make It Real Game**

In a fun learning environment, students create and name their own town and local neighbourhoods. They locate key public buildings, choose and locate their housing and identify key transport options. They then form and name a small company. Finally, they carry out an assignment as a business team.

Through these activities, students improve their personal and interpersonal skills. By exploring the various services and occupations that combine to make a town, students begin to understand terms such as community, business and occupation. They learn the importance of education and qualifications for getting the jobs they want and appreciate that there are different learning pathways for achieving their career goals.

### **Objectives**

The objectives of *The Make it Real Game* include enabling students to:

- discover unique personal skills and talents with respect to life/work roles and relationships;
- build and reinforce a positive self-concept;
- see how schooling and extracurricular interests are directly related to future life and work roles, and how furthering knowledge and skills in a planned way opens doors to many opportunities;
- realise there is a link between education and training, income and lifestyle aspects such as time available for family, community and leisure;
- explore a range of teamwork, problem-solving and communication skills, and develop effective work habits in the context of working in a small enterprise;
- understand that their local community is part of a world economy;
- appreciate the links between work and broader life roles, including the dynamics of building, living in and contributing to a community;
- explore diverse work and community roles and discover what aspects of these roles bring most satisfaction;
- explore other cultural realities in the context of developing an advertising campaign to promote another country; and
- be better prepared to make judicious choices regarding school and all aspects of their lives, to feel more in control of their destinies, and to move positively and with enthusiasm towards personal futures.

### **Fee for Service: One full day with up to 30 students**

#### **Resources**

2 X High Five posters	\$10.00
2 X Keywords posters	\$10.00
1 X Spin card set	\$20.00
1 X Spin Card games	\$12.00
1 X set of town maps	\$24.00
1 X set of group handout pads	\$30.00
Student handout pads (1 per student)	\$93.00 (for 30 students)
Student folders	\$90.00 (for 30 students)
<b>TOTAL FOR RESOURCES FOR 30 STUDENTS</b>	<b>\$289.00</b>
<b>Facilitation and delivery of the one-day Play Real Game program</b>	
2 staff members	\$700.00

### **TOTAL COST FOR 30 STUDENTS**

**\$989.00 + GST**