



WESTERN
**Student
Connections**
Shaping young careers

Local Links to Industry

The Real Game

(Game 3 in the series)

About The Real Game

At the beginning of The Real Game students create wish lists of things they would like as adults. After assuming randomly assigned life/work roles, they experience a “reality check” as they balance their monthly budgets, cope with unexpected chance events, and explore the balance between work and the rest of their lives.

Students create an imaginary community, and plan group holidays taking into account individual budgets and work schedules. As their role characters are made redundant, they learn how to adapt to change and unexpected situations, and use their transferable skills to enable them to create new work opportunities.

Finally, students leave their roles behind and imagine themselves in the future, developing their own personal life/work profiles.

Objectives

The objectives of The Real Game include enabling students to:

- discover unique personal skills and talents with respect to life/work roles and interact positively and effectively with others;
- build, reinforce and maintain a positive self-concept;
- see how schooling (all subjects) and extracurricular interests are directly related to future life and work roles, and how furthering knowledge and skills opens doors to new opportunities;
- explore financial management and budgeting, and 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, decision-making and communication skills, and develop effective work habits in multiple life/work roles;
- explore diverse work and community roles, and discover what aspects of these roles are most satisfying and fulfilling for themselves;
- explore links and balance between work and broader life roles, including the dynamics of building, living in and contributing to a family and community;
- explore the impact of chance events and learn how it feels to lose a job through no fault of one's own and how to convert adversity into opportunity;
- explore work search/creation skills as well as effective personal marketing and time management; and
- make judicious choices regarding school and other aspects of life, feel more in control of decisions, and 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
2 X Real Game posters	\$10.00
1 X set of role profiles	\$10.00
Student handout pads (1 per student)	\$90.00 (for 30 students)
Student folders	\$90.00 (for 30 students)
TOTAL FOR RESOURCES FOR 30 STUDENTS	\$220.00

Facilitation and delivery of the one-day Play Real Game program

2 staff members	\$700.00
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TOTAL COST FOR 30 STUDENTS

\$920.00 + GST