



## Managing Classes

The Real Game is an experiential group learning experience. Some components of the program won't be accessible until at least one class or group has been created. We recommend creating a real or fictitious class before using the program by following these steps:

1. Go to **Facilitator Zone > Manage Classes**.
2. Click **Add New**, enter a name and subject (whatever descriptors work for you), and **Save**.
3. Click **Enter Students**. Enter each name (Last, First), one student per line. When finished, click **Confirm**. **Suggestion:** Add a fictitious student (not your facilitator login user name) to use when demonstrating how students will complete various **Student Zone** activities.
4. Click **Student Management** to see the students in the class (left column) and **Printable Class Roster** to see a class list with student usernames and passwords. You'll need to give students their login credentials so they can log in to their **Student Zone**.
5. If you need to delete a student while maintaining a class, make sure the class you're working with is highlighted. Click **User Management** on the left. Look up the student, click **Edit** beside the name you want to delete, then **Delete**.

## Creating Teams

1. Click **Team Management**. "No teams exist" will appear. Select **Add New**. Enter a team name and **Save**. Repeat until sufficient teams have been created (five or six players per team is recommended).
2. To assign students to teams, first click a team (it will highlight in grey). In the right side box (**Available Students**), select the student(s) you want to add to this team; hold down the CTRL key to select more than one.
3. Use the arrow button (<<) between the two boxes to move the highlighted player(s) to the left box (**Assigned Students**). Then select a new team and repeat the process until all students are on a team.
4. To change or remove players from a team, use the same process but select from the left box (**Assigned Students**) and move (>>) the student to right box (**Available Students**). To assign the student to another team, highlight the new team, then highlight the student and move him or her from the available column (right) to the assigned column (left).





# Student Zone



**Note:** Students are only able to access their account in the **Student Zone** (not the **Facilitator Zone**).

## To Start

1. Students go to **realgameonline.ca** and log in with usernames and passwords from the **Printable Class Roster** in **Student Management** in **Facilitator Zone**.
2. The first time students log in, ask them to change their passwords to something they can easily remember. Changed passwords will appear on the **Printable Class Roster** so facilitators always have access to each student's **My Zone**.
3. To change their password, students click **My Account**, select **Edit**, enter a new password, then **Save**.
4. Students access **My Zone** with their username and password every time they complete activities under **My Interactives** (left column). Because this is a facilitated teaching resource -- not a self-directed video game -- students are given directions on how to complete each activity through group instruction in the appropriate session.
5. **Suggestion:** Access **My Zone** with the username and password of the "extra" student you entered when you created the class (either yourself or a fictitious student). Complete all activities under **My Interactives** to **a)** experience each of the student activities; and **b)** complete **My Zone** to use for demonstration purposes.

### Useful Links

The right column of **My Zone** lists websites students can use to further research their role or other careers of interest. If your site has access to Career Cruising, the next page has ideas on how to use the program to enhance The Real Game experience.

*We hope you and your students enjoy The Real Game for years to come!*

# Using Career Cruising Alongside The Real Game

## The Real Game Unit 1 – Making a Living

### Session 3: What's My Line?

- Ask students to research their assigned role in Career Cruising and save the profile to **My Plan** (add a note about The Real Game)
- Students can also write a reflection of their role in the **My Journal** section (under **My Plan**)

### Session 5: Who am I? Who are You?

- Continue exploration of different careers by completing Classroom Activity #9 in Career Cruising (Career Interview Project)

## The Real Game Unit 3 – Changes and Choices

### Session 1: Fair Play

- Use the Career Interview Project again to delve into issues with an adult interviewee

### Session 2: The Pink Slip

- Ask students to review the **Employment** section in Career Cruising to talk about ways to search for a new job
- Use the **Resume Builder** to get students to practice writing a resume (save in **My Plan > My Files**)

### Session 4: Transitions

- To help students understand self employment, get them to research careers where they could be self employed (start by looking at the Entrepreneur profile under **Careers**)

## The Real Game Unit 4 – The Personal Journey

### Session 1: Think Again!

- Students can refer back to their reflection from **Unit 1, Session 3** and then research roles in Career Cruising that could be a better fit and save them to **My Plan**.
- Encourage them to review video interviews to understand the “After Work” aspects of each role

### Session 2: Follow Your Heart

- Students can include their **Ideal Role Profile** in the **My Journal** section of Career Cruising

### Session 3: The Big Picture

- Students can store their "lives to the age of 100" document in the **My Files** section of Career Cruising

### Session 4: Career Day

- Encourage students to save careers of interest to **My Plan**, which can be used to invite adult guests with these careers
- Students can refer back to Classroom Activity #9 – Career Interview Project to prepare questions for their invited guests