

Summary of the Play Real Game Pilot (Canadian Edition)

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Pilot undertaken in eight Primary School in the Finglas, Cabra, Ballymun and Coolock areas. All schools involved are part of the DEIS Action Plan.

Aims

- Raise educational aspirations and expectations.
- Understand importance of education in relation to a successful future.
- Put higher/further education in context for children.
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Key Findings as reported by teachers involved in the Pilot

- Teachers reported that the children were “shocked” and “surprised” to learn that there are further years of study/ training needed after leaving school for most jobs.
- All teachers believed that their class had learned that there was a “path to follow” in order to get a job.
- Before the introduction of the Play Real Game, pupils had heard of terms such as “apprenticeship” and “college” but only when these related to jobs available in their local community for example hairdressing and teaching. The children were not familiar with the term “qualification” or what it means.
- Primary School subjects have value. They are relevant to adult life. Schools reported that the children in their class started to make the connection between primary school subjects and the outside world.
- Children learned that skills and education are needed to get a job
- The game broadened children’s concept of jobs and the type of work involved. The game introduced occupations rarely undertaken by people from socio-economic disadvantaged areas e.g. pharmacist and lawyer.
- The programme highlighted the importance of every service in relation to providing for a community and thereby creating an awareness of community, services and businesses.
- The game had social benefits. Pupils took on a variety of occupational roles including profiles of the fire fighters and police recognising them as part of the community thereby challenging the attacks made on the emergency services in these areas.

- Pupils reacted very positively towards the game and enjoyed the active learning approach of the programme. Group work was a strong element to the programme.
- Teachers guide user friendly, clear instructions and objectives.
- Cross curricular resource. Links to the Irish Primary Curriculum include SPHE: Myself; Myself and the wider world. English Language :Oral. Geography: Human Environment: Maps, globes and graphical skills.
- The teachers recommended that the game be used in 4th and 5th class in DEIS schools.
- All teachers would like to see an Irish version of The Play Real Game available to strengthen further the "reality" of the Real Game for Irish children.
- The Play Real game supports learning across all subjects in the curriculum. It teaches children the importance of education by putting it in context, motivating them to learn and raising their longer term-educational expectations.