

## *The Be Real Game*

<b>Pennsylvania Department of Education Academic Standards</b>	I, 1. The Beginning	I, 2. Making a Neighborhood	I, 3. Adult World of Work	I, 4. Preparing for Work	I, 5. The World at Work	I, 6. The Bottom Line	I, 7. Out of the Blue	I, 8. Helping Hands	I, 9. The Spin Game	II, 1. Change is Constant	II, 2. Focus on the Journey	II, 3. The Spin Game	III, 1. Looking Back, Looking Ahead	III, 2. Who Am I really?	III, 3. My Preferred Self	III, 4. My Employment Kit	III, 5. The Spin Game	III, 6. A New Beginning
<b>Reading, Writing, Speaking, &amp; Listening Standards (Grades 8, 11)</b>																		
1.1 Learning to Read Independently	•			•	•		•	•	•	•	•	•	•	•	•	•	•	
1.2 Reading Critically in All Content Areas	•						•	•		•								
1.3 Reading, Analyzing & Interpreting Literature																		
1.4 Types of Writing				•	•						•					•		
1.5 Quality of Writing				•	•						•					•		
1.6 Speaking & Listening	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.7 Characteristics & Functions of the Eng. Language																		
1.8 Research																		
<b>Math Standards (Grades 8, 11)</b>																		
2.1 Numbers, Number Systems & Number Relationships						•												
2.2 Computation & Estimation						•												
2.3 Measurement & Estimation																		
2.4 Mathematical Reasoning & Connections						•												
2.5 Mathematical Problem Solving & Communication						•												

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<b>Math Standards (Cont.)</b>																		
2.6 Statistics & Data Analysis																		
2.7 Probability & Predictions						•												
2.8 Algebra & Functions																		
2.9 Geometry																		
2.10 Trigonometry																		
2.11 Concepts of Calculus																		
<b>Science &amp; Technology Standards (Grades 10,12)</b>																		
3.1 Unifying Themes																		
3.2 Inquiry & Design							•	•	•									
3.3 Biological Sciences																		
3.4 Physical Science, Chemistry, & Physics																		
3.5 Earth Sciences																		
3.6 Technology Education																		
3.7 Technological Devices																		
3.8 Science, Technology & Human Endeavors																		

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<b>Civics &amp; Government Standards (Grades 8,11)</b>																		
5.1 Principles & Documents of Government																		
5.2 Rights & Responsibilities of Citizenship	•	•	•	•	•			•			•							
5.3 How Government Works						•			•	•		•					•	
5.4 How International Relationships Function																		
<b>Economics Standards (Grades 9, 12)</b>																		
6.1 Economic Systems										•								
6.2 Markets & Functions of Governments						•			•			•					•	
6.3 Scarcity & Choice								•										
6.4 Economic Interdependence																		
6.5 Work & Earnings	•		•		•				•	•	•	•					•	

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<b>History Standards (Grades 9, 12)</b>																		
8.1 Historical Analysis & Skill Development	●		●	●	●						●							
8.2 Pennsylvania History																		
8.3 United States History																		
8.4 World History																		
<b>Career Education &amp; Work Standards (Grades 8, 11)</b>																		
13.1 Career Awareness & Preparation	●		●	●	●			●	●	●	●	●	●	●	●		●	●
13.2 Career Acquisition (Getting a Job)				●	●				●		●	●	●	●	●	●	●	
13.3 Career Retention & Advancement	●		●			●	●		●	●		●			●		●	
13.4 Entrepreneurship	●		●						●	●		●			●		●	

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<b>National Career Development Guidelines</b>	I, 1. The Beginning	I, 2. Making a Neighborhood	I, 3. The Adult World of Work	I, 4. Preparing for Work	I, 5. The World at Work	I, 6. The Bottom Line	I, 7. Out of the Blue	I, 8. Helping Hands	I, 9. The Spin Game	II, 1. Change Is Constant	II, 2. Focus on the Journey	II, 3. The Spin Game	III, 1. Looking Back, Looking Ahead	III, 2. Who Am I Really?	III, 3. My Preferred Self	III, 4. My Employment Kit	III, 5. The Spin Game	III, 6. A new Beginning	
<b>Personal Social Development Domain</b>																			
PS1: Self-concept	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
PS2: Interpersonal Skills	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
PS3: Personal Growth			•			•	•	•		•			•	•	•	•		•	
PS4: Balance of Roles	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
<b>Educational Achievement and Lifelong Learning Domain</b>																			
ED1: Educational Achievement	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
ED2: Lifelong Learning	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
<b>Career Management Domain</b>																			
CM1: Career Plan	•		•							•			•	•	•	•		•	
CM2: Decision Making	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
CM3: Career Information	•		•		•					•	•		•	•	•	•		•	
CM4: Employability Skills	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
CM5: Employment Trends	•		•					•		•			•	•	•			•	

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<b>American School Counselor Association Standards</b>	I, 1. The Beginning	I, 2. Making a Neighborhood	I, 3. The Adult World of Work	I, 4. Preparing for Work	I, 5. The World at Work	I, 6. The Bottom Line	I, 7. Out of the Blue	I, 8. Helping Hands	I, 9. The Spin Game	II, 1. Change is Constant	II, 2. Focus on the Journey	II, 3. The Spin Game	III, 1. Looking Back & Ahead	III, 2. Who Am I Really?	III, 3. My Preferred Self	III, 4. My Employment kit	III, 5. The Spin Game	III, 6. A New Beginning	
<b>Academic Development</b>																			
A. Learning in school and life	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
B. Preparing for post-secondary	•			•	•			•	•	•	•	•	•	•	•	•	•	•	
C. Relationship of academics	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
<b>Career Development</b>																			
A. World of work	•	•	•	•	•			•	•	•	•	•	•	•	•	•	•	•	
B. Future career success	•		•	•	•				•	•	•	•	•	•	•	•	•	•	
C. Personal qualities and work	•	•	•	•	•	•		•	•	•	•	•	•	•	•	•	•	•	
<b>Personal/Social Development</b>																			
A. Respect of self and others	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
B. Decisions and goals		•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
C. Safety and survival skills			•	•	•	•	•	•	•	•	•	•	•	•	•			•	

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<b>Employability Skills SCANS (Secretary's Commission on Achieving Necessary Skills)</b>	I, 1. The Beginning	I, 2. Making a Neighborhood	I, 3. The Adult World of Work	I, 4. Preparing for Work	I, 5. The World at Work	I, 6. The Bottom Line	I, 7. Out of the Blue	I, 8. Helping Hands	I, 9. The Spin Game	II, 1. Change is Constant	II, 2. Focus on the Journey	II, 3. The Spin Game	III, 1. Looking Back & Ahead	III, 2. Who Am I Really?	III, 3. My Preferred Self	III, 4. My Employment Kit	III, 5. The Spin Game	III, 6. A New Beginning	
<b>Three-Part Foundation</b>																			
Basic Skills	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
Thinking Skills	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
Personal Qualities	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
<b>Five Competencies</b>																			
Resources		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
Interpersonal		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
Information	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
Systems		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
Technology				•		•													