

The Real Game

Pennsylvania Department of Education Academic Standards	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line?	I, 4. Our Town	I, 5. Who Am I? Who Are You?	II, 1. After Work	II, 2. Reality Check	II, 3. The Financial Picture	II, 4. Getting away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Warp-Up
Reading, Writing, Speaking, & Listening Standards (Grades 8, 11)																				
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																	●			
Math Standards (Grades 8, 11)																				
2.1 Numbers, Number Systems & Number Relationships						●	●		●											
2.2 Computation & Estimation						●	●		●											
2.3 Measurement & Estimation																				

The Real Game

Pennsylvania Department of Education Academic Standards	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line?	I, 4. Our Town	I, 5. Who Am I? Who Are You?	II, 1. After Work	II, 2. Reality Check	II, 3. Financial Picture	II, 4. Getting away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Warp-Up
	Math Standards (Cont.)																			
2.4 Mathematical Reasoning & Connections						•	•		•											
2.5 Mathematical Problem Solving & Communication						•	•		•											
2.6 Statistics & Data Analysis																				
2.7 Probability & Predictions						•	•		•											
2.8 Algebra & Functions								•			•					•				
2.9 Geometry																				
2.10 Trigonometry																				
2.11 Concepts of Calculus																				
Science & Technology Standards (Grades 7, 10,12)																				
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																				

The Real Game

Pennsylvania Department of Education Academic Standards	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line?	I, 4. Our Town	I, 5. Who Am I? Who Are You?	II, 1. After Work	II, 2. Reality Check	II, 3. Financial Picture	II, 4. Getting away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Warp-Up
Civics & Government Standards (Grades 6, 8,11)																				
5.1 Principles & Documents of Government																				
5.2 Rights & Responsibilities of Citizenship	•			•						•								•	•	
5.3 How Government Works	•									•			•						•	
5.4 How International Relationships Function																				
Economics Standards (Grades 9, 12)																				
6.1 Economic Systems													•	•						•
6.2 Markets & Functions of Governments	•									•									•	
6.3 Scarcity & Choice																				
6.4 Economic Interdependence																				
6.5 Work & Earnings	•		•	•	•		•	•	•	•	•		•	•	•		•	•	•	•

The Real Game

Pennsylvania Department of Education Academic Standards	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line?	I, 4. Our Town	I, 5. Who Am I? Who Are You?	II, 1. After Work	II, 2. Reality Check	II, 3. Financial Picture	II, 4. Getting away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Warp-Up
History (Grades 6, 9, 12)																				
8.1 Historical Analysis & Skill Development			•						•							•				
8.2 Pennsylvania History																				
8.3 United States History																				
8.4 World History																				
Career Education & Work Standards (Grades 8, 11)																				
13.1 Career Awareness & Preparation	•		•	•	•					•	•	•	•	•		•	•	•	•	
13.2 Career Acquisition (Getting a Job)	•									•				•				•	•	
13.3 Career Retention & Advancement	•	•				•	•	•	•	•	•	•	•	•		•	•	•	•	
13.4 Entrepreneurship	•		•							•		•				•	•	•	•	

The Real Game

National Career Development Guidelines	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line	I, 4. Our Town	I, 5. Who Am I? Who Are You?	II, 1. After Work	II, 2. Reality Check	II, 3. The Financial Picture	II, 4. Getting Away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Wrap-Up
Personal Social Development Domain																				
PS1: Self-concept	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PS2: Interpersonal Skills	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PS3: Personal Growth							•				•	•	•		•	•	•		•	
PS4: Balance of Roles	•	•				•	•	•	•			•	•	•		•	•	•	•	•
Educational Achievement and Lifelong Learning Domain																				
ED1: Educational Achievement	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
ED2: Lifelong Learning	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Career Management Domain																				
CM1: Career Plan	•												•		•		•	•	•	•
CM2: Decision Making	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
CM3: Career Information			•	•	•						•	•			•		•	•		•
CM4: Employability Skills	•		•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•
CM5: Employment Trends											•		•		•			•		•

The Real Game

American School Counselor Association Standards	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line	I, 4. Our Town	I, 5. Who Am I?	II, 1. After Work	II, 2. Reality Check	II, 3. The Financial Picture	II, 4. Getting Away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Wrap-Up
Academic Development																				
A. Learning in school and life	•		•				•		•	•	•				•	•	•	•		
B. Preparing for post-secondary						•	•	•	•			•	•	•	•	•				
C. Relationship of academics	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Career Development																				
A. World of work	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
B. Future career success	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
C. Personal qualities and work	•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Personal/Social Development																				
A. Respect of self and others	•		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
B. Decisions and goals		•		•		•	•	•	•		•	•	•	•	•	•	•	•		
C. Safety and survival skills													•	•	•					

The Real Game

Employability Skills SCANS (Secretary's Commission on Achieving Necessary Skills)	I, 1. The Spin Game	I, 2. The Dream	I, 3. What's My Line	I, 4. Our Town	I, 5. Who Am I?	II, 1. After Work	II, 2. Reality Check	II, 3. The Financial Picture	II, 4. Getting Away	II, 5. Spin It Again	III, 1. Fair Play	III, 2. Think Again!	III, 3. The Pink Slip	III, 4. Disaster Strikes	III, 5. Transitions	IV, 1. The Big Picture	IV, 2. Follow Your Heart	IV, 3. Career Day	IV, 4. The Final Spin	IV, 5. Wrap-Up
Three-Part Foundation																				
Basic Skills	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Thinking Skills	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	
Personal Qualities	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Five Competencies																				
Resources			•	•	•	•	•	•	•		•	•	•	•	•	•	•			
Interpersonal	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Information	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Systems				•		•			•		•	•	•	•	•	•	•	•		•
Technology					•		•	•	•				•							