

The Game of Life

Exercise Description

Updated: 2016-02-10

The Game of Life is a nine-part exercise that enables students to engage with a virtual mentor, describe their career interests, and complete individual and team exercises that encourage them to consider their future career success, well-being, and happiness.

***The Game of Life* helps students understand the consequences of life crises and life choices.** Students will learn about the consequences of decisions and events they’re likely to encounter after high school graduation as they establish their adult life.

<i>The Game of Life</i> Focus Areas: Trade-Offs / Life Crises	
Life Crises	Life Choices (“Trade-Offs”)
<ul style="list-style-type: none"> ● Job Accident ● Vehicle / Home Accident ● Layoffs / Terminations ● Personal / Family Health 	<ul style="list-style-type: none"> ● Work Habits ● Continued Education ● Industry Certification ● Lifestyle Choices

Implementing ***The Game of Life*** will require a virtual mentor willing to engage at four different junctures with the students (each blue-shaded row in the table below), and to assign points to student exercises.

The table below describes the steps each class will implement to complete ***The Game of Life***.

Step Description		Details
1	Student Complete Initial Preparation	<ul style="list-style-type: none"> Students complete the <i>Confirm Your Career Interest</i> sheet, including their personal introduction to the virtual mentor Students review the <i>Predictable Life Crises</i> resource [02] Students complete the ranking exercise: <i>Ranking Life Crises, from “Most Preventable” to “Unpreventable”</i> [03]
2	Introduction to Mentor / Student Present Life Crises Ranking	<ul style="list-style-type: none"> Mentor introduction / objectives of <i>The Game of Life</i> [04] Student introductions Student presentation of their <i>Ranking Life Crises</i> results Mentor provides point values for team ranking presentation [05] Mentor assigns the <i>Trade-Offs / Life Choices</i> project [06]
3	Student Trade-Off Exercise	<ul style="list-style-type: none"> Students complete their <i>Trade-Offs / Life Choices</i> project
4	Student Trade-Off Exercise Discussion with Mentor	<ul style="list-style-type: none"> Student presentation of their <i>Trade-Offs / Life Choices</i> project Mentor listens to student observations about <i>Trade-Offs / Life Choices</i> project Mentor assigns the <i>Purchasing Auto Insurance</i> exercise [07]
5	Student Purchasing Auto Insurance Exercise	<ul style="list-style-type: none"> Students complete the <i>Purchasing Auto Insurance</i> exercise
6	Student Purchasing Auto Insurance Discussion with Mentor	<ul style="list-style-type: none"> Students present their team findings for the <i>Purchasing Auto Insurance</i> exercise Mentor listens to student “lessons learned” about the <i>Purchasing Auto Insurance</i> exercise Mentor assigns the <i>How I Will Be “Lucky” as an Adult</i> exercise [08]
7	Student Final Written Assignment: How I Will be “Lucky” as an Adult	<ul style="list-style-type: none"> Students complete their <i>How I Will Be “Lucky” as an Adult</i> exercise Teacher send student written deliverables to the mentor
8	Mentor Final Point Assignments and Advice	<ul style="list-style-type: none"> Mentor provides feedback and point score to each student on his / her individual written deliverable on the <i>How I Will Be “Lucky” as an Adult</i> exercise Mentor provides final point scores to each student
9	Student Appreciation Deliverable	<ul style="list-style-type: none"> Students tabulate their <i>Game of Life</i> scores [09] Students send their mentor their thank you communications (note, student project, video) [10]