Rules of the game

How to play

The game is played using the information booklet and these worksheets. The structure of the game follows the **decisions that you will be making in the coming years about your education and future career**. You will use the information in the booklet and make decisions about how you would like your career journey to play out.

There is no right or wrong, so you can feel free to play the game with whatever purpose you choose - whether having a long term career in mind or exploring different options. You can play the game for **up to 30 years**!

You start the game at **age 16**, where you have the ability to stay in full-time education or do an apprenticeship. The rest of the path is entirely up to you. You do not necessarily have to follow a particular order if you have sufficient points to move ahead.

The booklet includes information on a range of **apprenticeships, A level courses,** and **careers**. Different careers **require** different Education, Experience and RIASEC points. Courses and careers will also **give** a range of Education and Experience points.

- Each **A level course gives** a range of **Education points.**
- **Apprenticeships gives Education** and **Experience points.**
- **Careers** only **give Experience points.**
- **Careers** also **require** varying **Education and Experience points**, so be sure to factor this into your decision-making!
- In addition to this, **careers** also **require** you to have certain **RIASEC (personality) points.** These are based on the personality questions you completed at the start.
- *You will notice that there are specific amounts of RIASEC points needed for different careers.*

Ensure you keep a note of the Education points, Experience points, and income that you acquire throughout the game. The points are there to help guide you to your dream job. You do not need to try and collect the most points.

You may need to add points up to see if you meet the requirements for the next step. Each of the points listed in this booklet refer to the number of points *per year*. Note that some educational choices occur over *multiple years*.

Personality types
We're going to begin by looking at **personality types**, using a method known as **RIASEC.**
It includes 6 unique personality types that are determined by our interests and how we approach situations.
It is suggested that these personality types can help guide career and vocational choices.

Step 1: Read through each statement on Tables A to F. If you agree with the statement, tick the box to the right. You can tick as many descriptions as you like.

Table A

I like to work with my hands	
I like to build things	
I like to take care of animals	
I like putting things together or assembling things	
I like to cook	
I am a practical person	
I like working outdoors	

Table B

I like to do puzzles	
I like to do experiments	
I enjoy science	
I enjoy trying to figure out how things work	
I like to analyse things (problems/ situations)	
I like working with numbers or charts	
I enjoy doing maths	

Table C

I am good at working independently	
I like to read about art and music	
I enjoy creative writing	
I like to play instruments or sing	
I am a creative person	
I like acting in plays	
I like to draw	

Table D

I like to work in teams	
I like to teach or train people	
I like trying to help people solve their problems	
I am interested in healing people	
I enjoy learning about other cultures	
I like to get into discussions about issues	
I'm good at giving emotional support	

Table E

I am an ambitious person	
I like to try to influence people	
I like selling things	
I like taking on new responsibilities	
I would like to start my own business	
I like to lead	
I like to give speeches	

Table F

I like to organise things (e.g. files/desks)	
I like to have clear instructions to follow	
I wouldn't mind working in an office	
I pay attention to details	
I like to do filing or typing	
I am good at keeping records of my work	
I complete tasks in a systematic manner	

Step 2: Add up the number of ticks in each table, then transfer the scores to the appropriate columns below.

A: Realistic	B: Investigative	C: Artistic	D: Social	E: Enterprising	F: Conventional

Realistic
These people are often good at mechanical or physically demanding jobs. They tend to be interested in jobs that require motor co-ordination, technical skill or strength

Investigative
These people like to watch, learn, analyse, and solve problems. They often like to work with data and use their logic

Artistic
These people like to work in unstructured situations and use their creativity. They have a natural ability to see things from different perspectives and come up with innovative ideas.

Social
Social people like to work with other people rather than things. They tend to be welcoming and find joy in helping other people

Enterprising
Enterprising people like to lead others, and tend to be very persuasive. They often have a natural ability to sell things, whether products or ideas

Conventional
These people are very detail oriented, organised, and tend to enjoy working with data. The tend to like order and structure, and approach tasks in a methodical manner
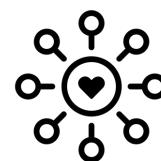
Decision-making

Add your decisions and all of the points and money you collect on the way in the table below.

Yr	Academic or work decision	Experience Points							Education Points							Yearly Salary (£)
		Art	Finance	Health	IT	Law	Marketing	STEM	Art	Finance	Health	IT	Law	Marketing	STEM	
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
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