



USING THE MAKE IT REAL GAME AS EVIDENCE FOR HEALTHY SCHOOLS

The introduction of the *Make It Real Game* not only allows students to learn by experience but it provides wonderful evidence towards Healthy Schools validation. Within the whole school elements introduction of the *Game*:

- Addresses teaching and learning styles
- Provides a vibrant learning resource
- Gives pupils a voice
- Allows for peer assessment and recording
- Encourages peer support
- Involves parents and the wider community
- Allows pupils to practice their key skills.

It also provides wonderful evidence for schools making progress in the following focus areas:

- Citizenship
- PSHE
- Emotional Health and Well Being

If you are doing Healthy Schools then you should be introducing the *Make It Real Game* and if you are introducing the *Make It Real Game* you should be considering Healthy Schools!

If you want more information about Healthy Schools contact Glyn Wright at 02392522291 or email at glynis.wright@hants.gov.uk

You may be able to think of other Make It Real activities to add to the right hand column!

ELEMENT: A - LEADERSHIP, MANAGEMENT AND MANAGING CHANGE

A school will meet the requirements for this element if:	Make It Real Game Activities
A.1 Health issues are seen as contributing to school improvement and this understanding informs discussions on policy and practice at staff and governor meetings.	<ul style="list-style-type: none"> ■ Staff and Governors agree to adopt Make It Real
A.2 Healthy schools activities are identified in the School Development Plan and delivered through other priorities such as literacy and behaviour support.	<ul style="list-style-type: none"> ■ Improving of careers Education and Guidance appears in School Development Plan
A.4 Professional development plans include training in PSHE and Citizenship for all staff.	<ul style="list-style-type: none"> ■ Teachers and LSAs receive training in the Make it real Game

ELEMENT: C - CURRICULUM PLANNING AND RESOURCING INCLUDING WORKING WITH EXTERNAL AGENCIES

A school will meet the requirements for this element if:	Make It Real Game Activities
C.2 A range of resources is used including National Grid for	<ul style="list-style-type: none"> ■ Make It Real with the addition of other research resources and

Learning sites such as Wired for Health, children's literature and the school nursing service.	access to Internet
C.3 A code of practice for working with external agencies is developed and its implementation monitored.	<ul style="list-style-type: none"> Outside agencies are invited in to support
C.4 Links are made with other curriculum areas, for example, science, technology, humanities and art.	<ul style="list-style-type: none"> Links are made between numeracy, literacy and aspects of Make It Real

ELEMENT: D - TEACHING AND LEARNING

A school will meet the requirements for this element if:	Make It Real Game Activities
D.1 A range of teaching styles in PSHE and Citizenship is used such as 'circle time' and debating forums, appropriate to pupils' age, ability and level of maturity.	<ul style="list-style-type: none"> Pupils are expected to work in a variety of groups - community and work groups
D.2 Recognition is given to different styles of learning and opportunities are offered to put learning into practice such as practical experience in the community and in work.	<ul style="list-style-type: none"> Pupils are expected to role play Pupils practice key skills

D.3 Peer support for learning is encouraged such as older pupils working with younger ones.	<ul style="list-style-type: none"> ■ Pupils can be paired to enable all to access the materials ■ MIR encourages pupils to work together for the benefit of the 'community' or firm
D.5 Pupils are encouraged to consider levels of risk and make informed judgements about their actions.	<ul style="list-style-type: none"> ■ Pupils make a whole series of decisions and have consider the risks and benefits at each stage

ELEMENT: E - SCHOOL CULTURE AND ENVIRONMENT

A school will meet the requirements for this element if:	Make It Real Game Activities
E.2 School organisation and culture should support pupils' spiritual, moral, social and cultural development.	<ul style="list-style-type: none"> ■ Pupils have the opportunity to 'sample' a foreign country and its culture

ELEMENT: F - GIVING PUPILS A VOICE

A school will meet the requirements for this element if:	Make It Real Game Activities
F.2 Pupils' views influence teaching and learning in PSHE and Citizenship.	<ul style="list-style-type: none"> ■ Pupils are encouraged to make suggestions
F.3 Pupils take responsibility for some aspects of school life such as keeping the site litter free, break-time snacks sales, changing displays and the garden.	<ul style="list-style-type: none"> ■ Pupils are encouraged to clear away and keep their work neatly for next session

ELEMENT: H - STAFF PROFESSIONAL DEVELOPMENT NEEDS, HEALTH AND WELFARE

A school will meet the requirements for this element if:	Make It Real Game Activities
H.1 Staff are consulted on their training and support needs through a regular review process.	<ul style="list-style-type: none"> ■ Teachers can access MIR training if they require it.

ELEMENT: I - PARTNERSHIPS WITH PARENTS/CARERS AND LOCAL COMMUNITIES

A school will meet the requirements for this element if:	Make It Real Game Activities
I.1 Parental involvement is welcomed, for example, through an identified room, notice board for parents and reading partner schemes.	<ul style="list-style-type: none"> ■ Parents are made aware of Make It Real game by letter. ■ Parents are invited to come into school to see MIR in action
I.4 Parents and community partners, including local businesses are invited to participate in aspects of school life, for example, as part of the governing body, open days, help in the classroom, sponsored events, school fêtes and work placements.	<ul style="list-style-type: none"> ■ Parents and other adults from the community are invited in to share the Make It Real experience.

ELEMENT: J - ASSESSING, RECORDING AND REPORTING PUPILS' ACHIEVEMENT

A school will meet the requirements for this element if:	Make It Real Game Activities
J.1 Pupils' progress in PSHE and Citizenship is recorded and assessed. Opportunities for pupil self-assessment should be encouraged.	<ul style="list-style-type: none">■ Pupils assess their own progress during game
J.2 Pupils achievements are celebrated in the school community.	<ul style="list-style-type: none">■ Awards given for winning presentation■ Certificates awarded in assembly

Career websites you might like to access:

www.careersa-z.com

www.Channel4.com/brilliantcareers

www.careers-gateway.co.uk

www.careers.co.uk