

Engaging Young Adults

Do your students need a dose of reality about college and career preparation? Look no further than the LearnDoEarn Almost Real Experience:

- Six workforce development table games
- AlmostRealProducts.com subscription

Table games put young adults in the role of key decision-makers. They work in teams, debate workforce issues, reach consensus, make decisions, and compete against other teams, giving students a taste of the world of business and college admissions. Grade levels are suggestions only.



Fictional Company. Real Results.

AlmostRealProducts.com is a fictitious company website that provides participants with a very real job application process. Dozens of pre-employment tests and job applications, just like those used by today's employers, give young adults a sense of job-readiness while there is still time to remediate gaps. Use AlmostRealProducts.com alone or in tandem with LearnDoEarn games. Go to: njchamberfoundation.org and click on Education & Training for more details.



1 Ready, Set, Interview
Learn how to prepare for, and succeed in job interviews—including dressing for success, proper handshakes and answering common interview questions. For individuals in grades six through twelve. Cost: \$315.

2 Walk on the Work Side
Teams react to workplace issues that require using situational judgment, and learn how to give and receive constructive criticism through 360 degree reviews. For individuals in grades six through twelve. Cost: \$285.

3 Hamburger Hamburger Café
Practice building personal and work calendars, and learn how to balance responsibilities. Play the role of managers who make hiring/firing decisions and lose their bonuses when workers are late or absent. For individuals in grades six through nine. Cost: \$285.

4 Hiring Game
Teams play the role of hiring managers and use signing bonuses to compete for the best engineering, managerial, and administrative talent. For individuals in grades eight through twelve. Cost \$315.

5 Budgeteering Game
Create a four-month budget using diverse salaries; cope with rising prices; learn how education impacts desired lifestyle; and 'win' the game in unexpected ways. For individuals in grades eight through twelve. Cost \$285.

6 Avatar University
Compete in the college admissions process from a 'behind-the-scenes' perspective; learn what colleges consider and what students need to do to prepare. For college-bound students in grades eight through twelve-and their parents. Cost \$285.

Learn.Do.Earn.
Student Achievement System

- *Job Attainment*
- *Situational Judgment*
- *Time Management*
- *Employer Expectations*
- *Financial Literacy*
- *College Preparation*

MAKE IT REAL...
BEFORE IT GETS REAL:

You can help prepare today's young adults for the competitive worlds of college and careers with LearnDoEarn project-based learning activities. Choose one or more 'table games' to suit the needs of your students. Games can be used in class, in after-school or summer programs, or student workshops. Add a subscription to AlmostRealProducts.com for a comprehensive set of experiential workforce development activities.

Game materials can serve up to 50 students at a time. Game licenses, which are one-year in length, allow for reproduction of materials for use with all individuals served by the organization during the license period.

Learn.Do.Earn.

Student Achievement System

Each game contains multiple activities, providing planned breaks, which allows the instructor to set the pace.

Buy individual LearnDoEarn games as noted on the inside of this brochure, or all six games – and a one-year license to AlmostRealProducts.com – for \$2,050 (a savings of \$320).

About LearnDoEarn

The LearnDoEarn Student Achievement System is one of many initiatives developed by and offered through the New Jersey Chamber of Commerce Foundation (NJCCF), a 501(c)(3) organization.



About the New Jersey Chamber of Commerce Foundation

As the voice of business, the NJCCF drives current and future members of the workforce to be globally competitive, successful members of society.



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The LearnDoEarn Almost Real Experience: Preparing Today's Young Adults for College and Career Success

