

MAKE IT REAL...
BEFORE IT GETS REAL:

You can help prepare today's young adults for the competitive worlds of post-secondary education, work and life. Choose one or more business simulation games to suit your needs. Add a subscription to AlmostRealProducts.com for a comprehensive set of experiential workforce development activities. Games can be used in class, in after-school or summer programs, or student workshops.

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.



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

LearnDoEarn is an initiative that provides unique, hands-on games and activities that help middle and high school students of all abilities understand exactly what they need to do to build the academic and behavioral foundations they will need for success in post-secondary education, work and life.



About the New Jersey Chamber of Commerce Foundation

The NJCCF supports current and future members of the workforce in becoming globally competitive, successful members of society and fuels New Jersey's economy by sustaining a qualified workforce.

216 West State Street, Third Floor
Trenton, NJ 08608
609-989-7888
www.NJChamberFoundation.org

**The LearnDoEarn
Almost Real
Experience:
Preparing Today's
Young Adults for
Tomorrow's Success**



Engaging Young Adults

Do your students need a dose of reality about preparing for life after graduation? Look no further than the LearnDoEarn Almost Real Experience:

- Six workforce development games
- AlmostRealProducts.com subscription

Experiential 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 the LearnDoEarn tab 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 Cafe
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.

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