

FIT FOR LIFE

Vocational Training



During the simulation game the participants experience three months of real life...

SCENARIO & PROCEDURE

During the simulation game, the participants move between six different positions to model their individual career. By this, they simulate their personal transition from school to job. They have to plan the first steps of their career and put them into practices. On their way the participants are confronted with different problem situations of real life institutions and learn to deal with them. In the end, the experiences of the simulations game are connected to their personal biography. By this, Individual chances, risks and challenges are identified.

OBJECTIVES

The goal of this simulation game is to provide the participants with a framework within which the participants can take risk free decisions. They are confronted with the consequences of their decisions, and learn to deal with them. By this, the simulation game raises awareness for their personal strengths and weaknesses, and provide a base to reflect on their career plan. The assignment with real life representatives makes sure, that the participants take the process serious. By getting in direct contact with these representatives, constraints and prejudices against real life institutions are reduced, and self-confidence is improved.

DESCRIPTION

The transition from school to job life poses a challenge for many youngsters. The simulation game “fit for life” models the period after finishing school. The participants can choose to either apply for an apprenticeship, to earn money with simple jobs, do internships or try to get a higher school degree. They have to contract insurances, open bank accounts and deal with strokes of fate. So, the participants can experiment with real life situations in a safe environment. To make the setting even closer to their life, the different positions (bank, employer, insurance company, school, job center) are assigned by real representatives of these institutions.



Participants try to find out their own interests and priorities and think about their career entries

Learning targets:

- Raise awareness among the participants for the period after school
- Preparing participants for the challenges after school

Target-Group: Students of secondary school, minimum age 14.

Participants: 15 to 25

Duration: 3h up to 1 day

Type: realistic

Languages: English and German