

Your Next Step

Schools—The *Game* is available as a Spring semester, after-school or summer enrichment program. It is held on campus or at a local University. It is also a TEA approved SS course. The program qualifies for dropout reduction, ESL, Title I and academic excellence funding grants.

Businesses—The *Game* achieves results because of the business community. With 30,000 students dropping out of Houston high schools each year, your contribution to the *Game* delivers a significant return. You can financially support the *Game* with a team-building experience, or contract with S4L to provide top quality *Game* graduates as interns.

Universities and Colleges—The *Game* prepares students to be college ready and to create a funding plan to graduate from college. Help us recruit more hard working, at-risk students for your university.

97.6% of Game Graduates attend College. Here are the Schools

Alabama A&M
Austin College
Barnard College
Baylor University
Boston University
Bryn Mawr College
Clark Atlanta
Columbia
Creighton
Dartmouth
Houston Baptist
Houston CC

Iowa State
Lamar University
Lone Star CC
Macalester College
Manhattanville
Oberlin College
Rice University
Sam Houston State
San Jacinto CC
Scripps College
St Edwards
St Mary's College

Stephen F Austin
Texas A&M
Texas Tech
University of Houston
UH—Downtown
University of Texas
University of Tulsa
Valparaiso University
Vanderbilt University
Wake Forest
Washington &
Jefferson



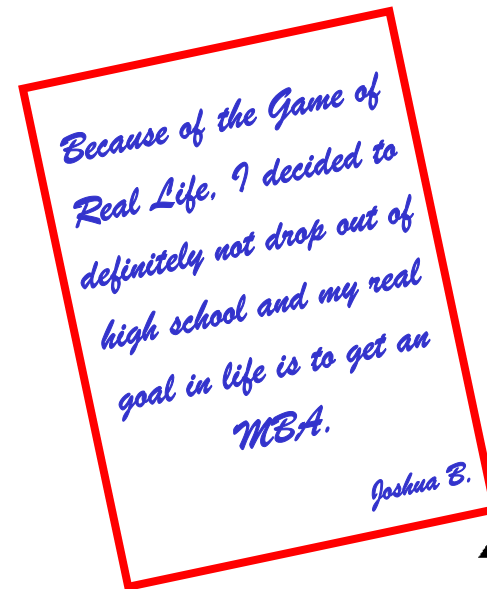
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Game of Real Life 1st Report Card

Skills For Living, Inc.



Results of 83
Game Graduates



United Way HELPING FAMILIES
THRIVE
UNITED WAY OF GREATER HOUSTON

FDIC Chairman's Award
Innovation in Financial Education



About the Game of Real Life

The *Game* provides high school and college students from economically disadvantaged families a chance to “step into the future” and discover what is possible for them to achieve in their lives. The *Game* incorporates financial, career, college planning, life skills, critical thinking, team building, and parent involvement in an award winning, 100-hour curriculum that culminates with a 16-hour experiential game. In the *Game*, business volunteers interview, train, and manage the students as they work, pay bills, file tax returns, complete financial statements, buy homes, cars, insurance, and manage life events like marriage, car accidents, promotions, and layoffs.



Class Demographics

The survey population consisted of 91 students, from 11 Houston area high schools—Aldine Carver, Ft Bend Willowridge, HISD Davis & Lee, Katy Taylor, KIPP Houston, North Forest, Pearland, Spring Branch Spring Woods, Stafford, YES Prep NC & SE.

- ◆ 44% Male, 56% Female
- ◆ 84% Hispanic, 14% Black, 1% Asian, 1% Caucasian
- ◆ 2 did not graduate from the *Game*
- ◆ 93.4% attended Title 1 high school
- ◆ 93.2% of *Game* graduates completed this survey—83 count
- ◆ 14% of *Game* graduates served as Team Leaders to help other students in the *Game*



Grades

Category	Objective	Results
Graduate from Game	85%	97.8%
Graduate from high school	90% of Game Graduates	100%
Receive academic Scholarships	35% of Game Graduates	51.8%
Receive AP Credit with 3, 4, or 5	35% of Game Graduate	57.8%
Attend College	85% of Game Graduate	97.6%



Remarks

- ◆ The students passed 162 AP classes. At \$750 per course credit hour, these 3-hour courses would be valued at \$364,500
- ◆ 44.6% graduated with GPA of 3.0 or higher
- ◆ 2 Valedictorians, 2 Salutatorians and 1 Presidential Scholar