

JA Titan

All Grades:

- For each school visit, consultants must enter through the main door and **SIGN IN AT THE SCHOOL OFFICE.**
- **BE PREPARED** before you go into the classroom! Read activity plans, organize kit materials, etc.
- Use your “Guide for Consultants”.
- Make the activities **FUN** for the students!
- There are different learning abilities between students. Discuss with your teacher how to adapt lessons to meet learning needs.
- Secure student roster from the teacher **BEFORE** your first visit. Use it to make table tents (for first visit) and certificates (for last visit). Ask the teacher to note any students that are addressed by a nickname.
- **ALWAYS ASK** the teacher to divide the class into groups for the activities. Teachers know which students work well together. Noting the “need to group students” prior to the beginning of the lesson is helpful to the teacher.
- Plan a graduation party at the last session. While gifts are optional, students appreciate food treats, pencils, or anything you bring. Be sure to bring the same treat for every student; choices become a headache. Ask the teacher if there are special circumstances (allergies, diabetic, etc.)
- Encourage all students to give answers loudly and clearly enough for everyone to hear. Rephrasing their answers, not repeating them, is helpful. Thus, the student “owns” his/her answer.
- Encourage everyone to participate. Use phrases such as “Now we are going to...” rather than “Would everyone like to...” as you begin new activities.

Activity 1:

- You are not required to administer the pre-survey. If you do, you will need to make photocopies of the survey. Keep one blank one for the post-surveys. The answers to the pre-survey are on Page 4 of the Guide for Volunteers and Teachers.
- Introduce yourself and explain your occupation.
- Explain the object of the JA Titan program and the Holo-Generators.
- Distribute the student workbooks and have the students write their name on the front of their workbook. Pick someone to collect the student workbooks at the end of each class and ask the classroom teacher if you can store them in their room until the next visit. Make sure you give the classroom teacher their copy of the Guide for Volunteers and Teachers.
- Distribute the Table Tents for the students to write their first name (tell them to make it clear for you to read).
- Bring a timing device for this activity.
- Bring a stack of 8 ½ x 11 sheets of paper for this activity, scissors, stapler, and markers.
- Be sure you make a sample Holo-generator Pamphlet for the assembly-line production activity prior to class. It is recommended that you make a few sample pamphlets (see the bottom of Page 14 for the Pamphlet Requirements).
- Do not have the students “cut” the corners of their pamphlets. It creates too much mess in the classroom. Have the students skip this step.
- At the end of the pamphlet activity, talk to the students about the importance of quality control, the importance of have employees trained in a job so they become more efficient, and how limited resources (1 stapler, 1 marker, 1 scissor) cuts down on production.
- You will need to work with the classroom teacher on who will set up the student teams and games for the Titan computer simulation.
- When you have the classroom teacher divide the students into groups, it is recommended the students remain in these same groups during the entire JA session (for the activities and the online simulation).
- Remind the students you will be meeting in the computer lab for the next activity.

- It is recommended that you play a game or two on the public website at: ja.org. Find the Programs Tab at the top of the screen and double click it. Double click the “High School Programs” in the middle of the page. Double click on the “JA Titan” icon on the bottom of the page. Double click on the “Best Buy/JA Titan” icon at the bottom of the page. Set up a new account. Make sure you record your user name and password. You should now be able to play JA Titan games on the public website prior to the students playing the game.

Activity 2:

- This will be the students first time on the computer. It is helpful to have the game projected in the computer lab so you can walk the students through the game and decisions to be made.
- JAEI recommends that you set up a game with all decisions to be made by the students: Price, Production, Marketing, Research and Development, Capital Investment and Charitable Giving (Differs from the Guide for Teachers and Volunteers).
- A maximum of 8 student team on-line businesses are allowed to play the simulation.
- JAEI recommends that you do a standard scenario for the simulation and to set the game at a minimum of 30 quarters.
- When you set up the simulation, please make sure that you close the quarter “immediately when all plans have been submitted” and you start the game “immediately.” Do NOT “manually close the quarter.”
- Initiate a discussion after every few quarters with the student teams. Have the top 2 teams explain some of their strategies to the other student teams.

Activity 3:

- It may be helpful to briefly review some of the decisions and company status of the Titan simulation.
- You may bring in advertisements of similar products for the students to brainstorm on what makes similar products different.
- Instead of assigning one of the assigned products listed on page 26 of the Guide for Volunteers and Teachers, allow the students to chose a marketing plan for their Holo-generator business – Page 4 of their Student Workbook.
- Remind the students you will be meeting in the computer lab for the next activity.

Activity 4:

- Have the student form their business teams and log on to the computer.
- Allow the students to play the game.
- Initiate a discussion after every few quarters with the student teams. Have the top 2 teams explain some of their strategies to the other student teams.
- After this game, make sure you watch the remaining quarters. You may need to work with the classroom teacher on setting up a new Titan game if the students are completing more than 10 quarters a class period.
- Remind the students you will be meeting in the computer lab for the next activity.

Activities 5 & 6: (combined into 1 visit)

- During this activity, you may be crunched for time. It is recommended that you have the students discuss the Capital Investment Activity on Page 5 of their Student Workbook instead of completing as student teams. Do not divide them into groups.
- Do NOT complete the Investment Analysis Committee Instructions on Pages 6-7 of the Student Workbooks due to time constraints.
- Briefly discuss the Charitable Giving Activity by explaining why it is beneficial for businesses to give to charities and how charitable organizations need funding in order to deliver services to the community (like JA). Do NOT complete the Charitable Giving Activity on Page 8 of the Student Workbook due to time constraints.
- Allow the students to play the remainder of their simulation.

- Remind the students you will be meeting in the computer lab for the next activity.
- Ensure you have a class roster to complete the certificates of achievement to bring to your final visit.
- Work with the classroom teacher on who will set up the final Titan Online competition game and only set up the final competition for 8 – 10 quarters to allow the game to be completed during your final visit and to allow enough time for the graduation.

Activity 7:

- You are not required to administer the post-survey, however if you administered the pre-survey this may be interesting for you to judge how much the students learned during the program.
- Pass out the Student Newsletters. Pass out the Student Certificates of Achievement. You may want to give the students a trinket or candy along with the certificate. Check with the classroom teacher, beforehand, if it is acceptable to bring in food.

Most schools are peanut and nut free, therefore we ask you to review our safe candies list before bringing in food/candy for the children. Some safe candies are Skittles, Starburst fruit chews, Twizzlers, Smarties, Tootsie Rolls, Dum Dum Lollipops, and Rolos.