

Mission College Admission

RULES

Description:

Hello high school students! You will be applying to college in this competitive styled board game, trying to get into the best college possible! You will be asked to navigate your senior year of high school, balancing your arrangement of classes, standardized testing, extracurricular activities, jobs, and other unexpected circumstances.

Game Components:

- 1 game board
- 6 pawns (one per player)
- 2 six-sided dice (D6)
- 5 Decks of cards
 - 120 Life Event Cards
 - 20 Job Cards
 - 20 Extracurricular Cards
 - 40 SAT Cards
 - 40 ACT Cards
- 6 Tutor Tokens
- 6 Application Portfolios Sheets (one per player)
- 6 Admissions Results Sheets (one per player)
- 6 dry-erase markers (one per player)
- Cash cards

Intended Audience:

- 2-6 players
- Recommended Ages: 13+

Estimated Time: 45 mins – 1hr 30 mins

Setup: Some of you will start with advantages based on inherent privileges found in income level or parental education level, while others will face systemic issues head on.

1. Everyone must take **one application portfolio sheet, admissions results sheet, and one dry-erase marker** and fill out the following:
 - Name

- Fictional High School Name (if you cannot think of one, do your favorite color + a natural feature + “High School”, e.g. Blue Ridge High School)
- 2. You must roll the 2 six-sided dice to determine your **income level**, which you will circle on your Application Portfolio. The total of your rolled dice equates to your designated income level, and is detailed below:
 - a. 2-4: limited income
 - b. 5-8: middle income
 - c. 9-12: high income
- 3. Now, you will collect cash dependent upon the income level you were assigned. The amounts are as follows:
 - a. Limited income: \$250
 - b. Middle income: \$500
 - c. High income: \$750
- 4. You will now determine your **parental education** by summing the two dice you roll as such:
 - a. Odd sum (i.e. 3, 5, 7, etc.): Attended college
 - b. Even sum (i.e. 2, 4, 6, 8, etc.): Did NOT attend college
- 5. Every player will pick **one pawn**, and move it to the START square on the game board.
- 6. Players whose parents have **attended college** will start on the first tutor space, marked by the first yellow star. Take a tutor card and use it if you want to pay for it.
- 7. Everyone will start with a **2** next to their GPA.
- 8. The person closest to their college graduation date will move first, then play moves to the left.

Your Turn:

- Roll 2D6 and move your pawn that many spaces.
- When you come to a **STOP! space**, stop your pawn there even if you have more spaces left to move.
- Where did you land? What will you do?
 - Life Event square - green
 - Pick up one **Life Event card**. Read it aloud and do as the card says. Then move it to the bottom of the deck unless instructed otherwise.
 - Job square - pink
 - Pick up one **Job card**. Read it aloud and do as the card says.
 - Extracurricular square - blue
 - Pick up one **Extracurricular card**. Read it aloud and do as the card says. Then move it to the bottom of the deck unless instructed otherwise.
 - Tutor square - yellow star
 - If you would like a tutor for the SAT/ACT, pay \$200. Then, pick up one **Tutor Token**. If you would not like to pay for a tutor, your turn ends.

- Your turn ends, and play continues left.

Application Portfolio Guide:

- This is your application to colleges; study hard and stay involved if you want a chance for admission! (*featured on next page*)

Application Portfolio

Student Name: Your name!

High School: If you cannot think of one, do your favorite color + natural feature + "high school"

Income Level: Write in "limited income", "middle income", or "high income"

Parental Education: *Check the box below that applies*

Attended college: ☐ Did NOT attend college: ☐

GPA: This is your grade point average. You cannot go below 0, and you cannot go above 4.

SAT/ACT: This is your standardized testing score. You cannot go below 0, and you cannot go above 3.

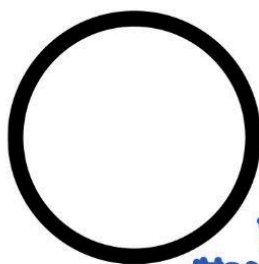
Jobs: This is your job score. You cannot go below 0, and you cannot go above 2.

Extracurriculars: This is your extracurricular score. You cannot go below 0, and you cannot go above 2.

↑
even
sum
(i.e. 2,4,
etc.) to
check
this box

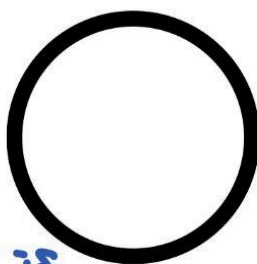
odd
sum
(i.e. 1,3,
etc.)
to check
this box

Letter of
Recommendation
(+ 1 point)

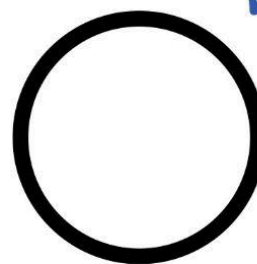


Fill in
the circle if
chosen card allows it

Letter of
Recommendation
(+ 1 point)



College Essay
(+1 point)



Fill in
the
circle
if chosen
card
allows
it

STOP! Spaces:

- Every player must stop and complete these key events, regardless of their roll:
 - SAT/ACT Testing
 - Here, you will take the SAT/ACT. The score you have for your SAT now, cannot change on any future Life Event Cards or Tutor Cards.
 - Early Decision Application
 - Here, you will pick which school you want to apply to for an early decision. This will be the first school you find out if you got into on **Decision Day!** *Take note of this on your admissions results sheet.*
 - Early Action Application
 - Here, you will pick which school you want to apply to for early action. This will be the second school you find out if you got into on **Decision Day!** *Take note of this on your admissions results sheet.*
 - Regular Decision Application
 - Here, your remaining two schools will be the third and fourth schools you find out you got into on **Decision Day!** *Take note of this on your admissions results sheet.*

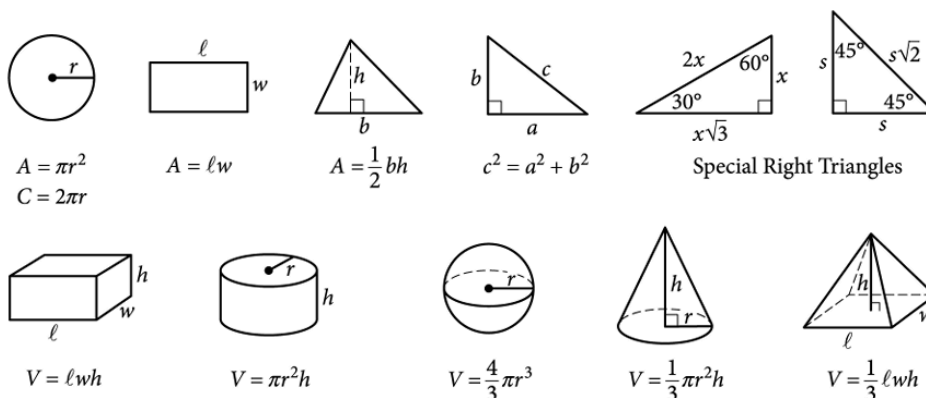
SAT/ACT Testing

NOTES

Unless otherwise indicated:

- All variables and expressions represent real numbers.
- Figures provided are drawn to scale.
- All figures lie in a plane.
- The domain of a given function f is the set of all real numbers x for which $f(x)$ is a real number.

REFERENCE



The number of degrees of arc in a circle is 360.

The number of radians of arc in a circle is 2π .

The sum of the measures in degrees of the angles of a triangle is 180.

- While a player takes the SAT/ ACT, all other players can keep playing. If the player is still working on the SAT/ ACT questions when it's their turn again, they get skipped.
- Tutor Cards:
 - If you have a tutor card, you may answer one more question for a chance to score more points. You cannot exceed 4 total points on the SAT/ACT score of your application portfolio.

Alternative Routes:

- Skip SAT/ACT ladder
 - If you land on this space, you have the option to skip the SAT/ACT. Mark your application portfolio SAT/ACT with a 0. This action cannot be undone unless you retake the SAT/ACT at **Retake SAT/ACT**
- Retake SAT/ACT
 - If you land on this spot and have an SAT/ACT score of **3**, you do NOT need to go back to the SAT/ACT space.
 - If you land on this spot and have an SAT/ACT score **less than 3**, you must go back to the SAT/ACT space and retake the SAT/ACT.
 - If you get a lower SAT/ACT score than you previously had, you're allowed to keep your highest score.

Decision Day:

- When all players reach the **Decision Day!** square, it's time to see who is admitted and who is rejected.
- First, each player must evaluate their application, marking their **Admissions Results Sheet** the following combined application elements:
 - GPA: _____ / 4
 - SAT/ACT: _____ / 3
 - Extracurriculars: _____ / 2
 - Jobs: _____ / 2
 - College Letters of Recommendation: _____ / 2
 - College Essay: _____ / 1
- These total elements are out of **14**. This total is your **application grade**. *KEEP NOTE OF THIS NUMBER.*
- Each player will now roll for your admission to each school, starting with your early decision school, followed by your early action school, and ending with your regular decision schools.
- Every player must roll their early decision school before a player begins to roll for early action schools. Similarly, every player must roll their early action school before moving onto regular decisions.
- Your admission vs. rejection will be determined by your application grade as follows:

APPLICATION GRADE	Community College (minimum roll needed for admission)	Public 4-year (minimum roll needed for admission)	Private College (minimum roll needed for admission)	Ivy League (minimum roll needed for admission)
0-2.9	6+	7+	10+	Immediate rejection
3-5.9	6+	7+	9+	12
6-8.9	5+	6+	9+	11+
9-11.9	4+	5+	8+	11+
12-14	3+	5+	7+	10+

- If rejected from the college, you receive **0 points**. Admittance points are demonstrated below.
 - Community College = 1
 - Public 4-year = 2
 - Private 4-year = 3
 - Ivy League = 4
- If you have the highest admissions total, achieved by getting into the most colleges/best schools, you have won Mission College Admission! If there is a tie, the student with the most **cash** is the winner.

Debrief (upon completing the game):

1. How did you feel playing this game?
2. How did having no control over certain aspects of your character affect your experience with the game?
3. What did you find you had more control over in the game?
 - Did you make the most out of your given attributes?
4. Did you feel satisfied with the pressure of pursuing an Ivy-league school?
5. Do you think this is representative of the college admissions process in real life?
6. Did you feel accomplished “winning”? Especially consider this if you had more privileges (high income and/or parents having attended college).

In order to simulate the college admissions process we wanted to demonstrate the bare bones of the college admissions process, but more importantly, the flaws inherent in the actual system and the system in our game. Ultimately, the most core mechanic is that no matter how good your application may look, it comes down to a literal roll of the dice.

GLOSSARY

College Application Processes

- **Early Decision (ED):** a binding college application process that requires students to commit to attending a school if accepted
 - ◆ can only apply to ONE school via ED and must withdraw all other applications if accepted
 - ◆ admission decision date: often mid-December
- **Early Action (EA):** a non-binding college application process where students apply earlier than the regular deadline and receive an admission decision sooner
 - ◆ NOT required to commit to enrolling
 - ◆ can apply to multiple EA schools and compare admission and financial aid offers before deciding
 - ◆ admission decision date: often mid-December or early January
- **Regular Decision (RD):** a non-binding college application process with later deadlines, typically in January
 - ◆ admission decision date: spring (March or April)
- **Decision Day:** (usually May 1st) the national deadline for high school seniors to accept a college's offer of admission by submitting an enrollment deposit
 - ◆ *In our game:* the day players find out who is admitted and who is rejected

Testing & Metrics

- **ACT:** a standardized college admissions test that measures readiness in English, math, reading, and science, with an optional essay section
 - ◆ scoring: 1–36
- **SAT:** a standardized test for U.S. college admissions administered by the College Board, measuring high school students' readiness in reading, writing, and math skills
 - ◆ scoring: 400–1600
- **Extracurricular:** an activity pursued in addition to the normal course of study
- **Grade Point Average (GPA):** a numerical summary of a student's academic performance, calculated by averaging the grade points earned for courses
- **Letter of Recommendation:** a formal written statement from a person who can attest to an individual's skills, character, and abilities, typically a teacher

Personal Life

- **Family Income:** the total combined money, received on a regular basis for work or investments, of all members in a family; a key measure of a family's economic standing
- **Parental Education:** the level of schooling parents have achieved
 - ◆ *In our game:* whether a player's parents attended college or not

Types of Colleges/Universities

- **Community College:** a public, two-year higher education institution offering affordable associate degrees, certificates, and workforce training
 - ◆ pathway for immediate employment or transfer to a four-year university
 - ◆ known for lower costs, smaller classes, and foundational education, including general requirements and technical skills.
- **Public College/University:** an institution of higher education that is funded and operated by a state or local government
 - ◆ often larger, offer a wider range of programs, and generally have lower tuition rates for in-state students compared to private colleges
- **Private College/University:** an independent higher education institution funded primarily by tuition, endowments, and private donations, not state or federal taxes
 - ◆ smaller classes and specialized programs but typically higher costs than public schools
 - ◆ focus on diverse areas like liberal arts, fine arts, or specific careers
- **Ivy-League College/University:** highly selective, academically rigorous colleges known for their high scholastic achievement and social prestige
 - ◆ highly selective and competitive admissions processes
 - ◆ very low acceptance rates

SAT/ACT ANSWER KEYS

SAT: Math

1. B) 39
2. A) 25%
3. B) 30
4. D) $8x + 3 = 83$
5. A) With each monthly deposit, the amount in Hana's bank account increased by \$25.
6. 9
7. 10
8. A) $f(x) = 3x + 29$
9. B) 72°
10. D) $y = 9.4 - 0.9x$
11. A) 0
12. C) $y = -x - 8$
13. $\frac{1}{5}$
14. 80
15. D) $y = -\frac{x}{3} + 13$
16. B) The value of the bank account is estimated to be approximately 243 dollars in 1962.
17. B) It must increase by 24.5 units.
18. A) $f(x) = (x + 44)^2$
19. C) $w = \left(\frac{x}{y}\right)^2 - 19$
20. 100
21. $\frac{361}{8}$
22. B) 12
23. D) $\frac{45}{k}$
24. C) 6
25. C) $58 + 58\sqrt{2}$
26. D) -12
27. 5

SAT: Reading and Writing

- | | | |
|------|-------|-------|
| 1. B | 6. B | 11. C |
| 2. A | 7. D | 12. D |
| 3. A | 8. B | 13. D |
| 4. C | 9. C | |
| 5. B | 10. D | |

ACT: Math

1. D
2. J
3. B
4. G
5. C
6. J
7. A
8. H
9. D
10. J
11. B
12. J
13. A
14. J

15. A
16. G
17. A
18. J
19. B
20. H
21. C
22. G
23. C
24. G
25. A
26. H
27. C
28. F

29. C
30. J
31. B
32. J
33. C
34. G
35. A
36. G
37. B
38. H
39. D
40. F