How to Play

The object of the game is to earn college credit. Taking the role of students, players make progress thanks to factors on the yellow cards, or they are forced into detours described on blue cards.

At the beginning of each turn, a player rolls the dice and moves the matching number of spaces. Depending where they land, one of three things happens next:

- 1. If they land on a blank square, or a square that contains the *top* of a ladder or *bottom* of a slide, they pick a card of the same color as the square, read the card, and follow its instructions.
- 2. If a player lands at the *foot* of a ladder, they get to climb it and advance but do not draw a card. Or...
- 3. Watch out! if they land at the *top* of a slide, they tumble to its bottom without drawing a card.

The first to the top earns college credit!

For more information:

Dr. Naomi Castro ncastro@careerladdersproject.org

Amal Amanda Issa aissa@careerladdersproject.org

Download the Dual Enrollment Game here: www.careerladdersproject.org/dualenrollment



The research*

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Why dual enrollment?

Research shows that high school students who take community college courses, also known as dual enrollment, get better grades in high school and are more likely to enter and stay in college — and attain a degree or a certificate.

- * <u>Underrepresented students:</u> Studies show that young men of color, students from low-income families, and those who are the first college students in their families get the biggest boost from dual enrollment.
- * Increasing demand: California's K-12 accountability system now includes dual enrollment among its college and career readiness indicators, so high schools are asking for more offerings. The state still lags below the national average.
- *Program design: Students succeed when courses are a part of a pathway and integrate student supports.
- * Room for growth: Some logistical challenges were addressed by the College and Career Access Pathways Act, which focused on underrepresented students. But numerous challenges and opportunities remain.

The Dual Enrollment Game from Career Ladders Project explores the research, California-specific policies, and real students' experiences.

^{*}The numbers above correspond to the footnotes on the game cards. An earlier version of this game was developed with CLP's partner SIATech.