



# GEAR UP UNIVERSITY

## MOCK COLLEGE ENROLLMENT GAME

PRESENTED BY THE SAN ANTONIO ISD GEAR UP TEAM

# CLASS OF 2017 COHORT – QUICK FACTS



## DEMOGRAPHICS

- 4,000 students
- Inner-city
- 11 high schools
- 91% Hispanic
- 6% African American
- 93% Eco Dis

## PARTNERSHIPS

- Big Brothers Big Sisters
- Communities in Schools
- Harlandale ISD
- The University of Texas at San Antonio
- San Antonio Education Partnership



# QUICK FACTS (CONT.)



✓ SAISD goal: 80% by 2020  
Applied to college/university

✓ SAISD goal: 50% by 2020  
Applied to 4-year university

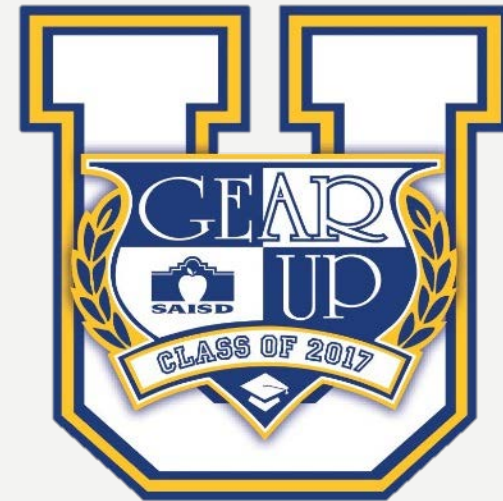
✗ SAISD goal: 10% by 2020  
Applied to Tier I University



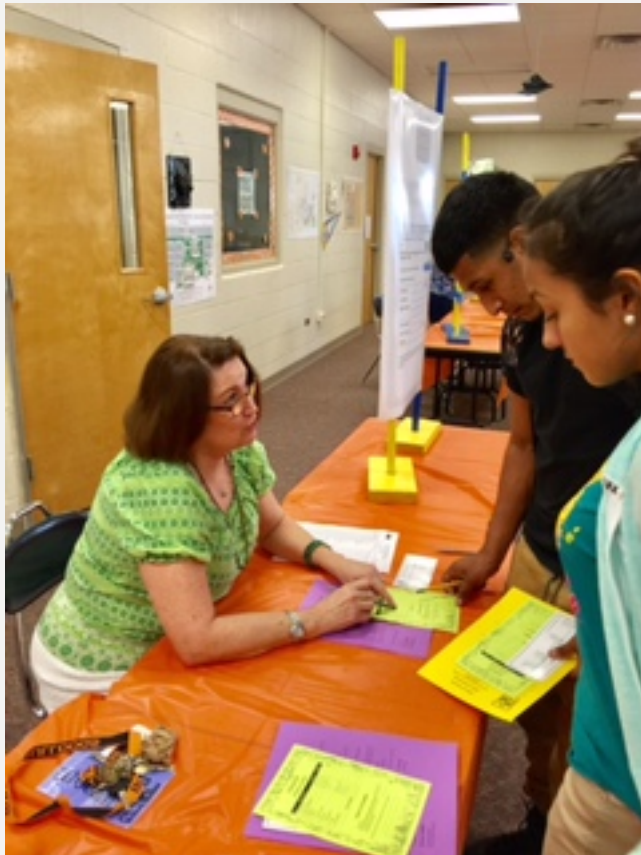
Note: Totals to be verified by  
Research & Evaluation Department  
in September.

# IN THIS SESSION, YOU WILL...

- Learn about a sustainable GEAR UP Week activity for 11<sup>th</sup> and 12<sup>th</sup> graders
- Review steps to enrollment after college acceptance
- Consider questions or concerns your students may have when completing the college enrollment process
- Participate in a mock college enrollment game



# PURPOSE OF MOCK COLLEGE ENROLLMENT



- Allow seniors to experience the college matriculation process in a fun, interactive, and non-intimidating manner
- Teach seniors the functions of university departments and how to navigate a college campus
- Guide seniors through decisions regarding financial aid, housing, meal plans, and optional fees
- Gather information about areas seniors would struggle with during college enrollment
- Encourage scholarship application submissions
- Enhance students' problem-solving and team-building skills
- MATCH!!!

# CREATING THE GAME



- GEAR UP team planning days – brainstorming and individual assignments
- Based on the Texas GEAR UP “Get a Life” game
- Tuition and other costs based on a local, state university fees
- Created 5-6 financial aid award letters to include REAL grant and scholarship options such as Dell, Baumberger, Coca-Cola and Quest Bridge
- Developed many different “Life Happens” scenarios
- Created posters, ledgers, college campus maps and other game pieces

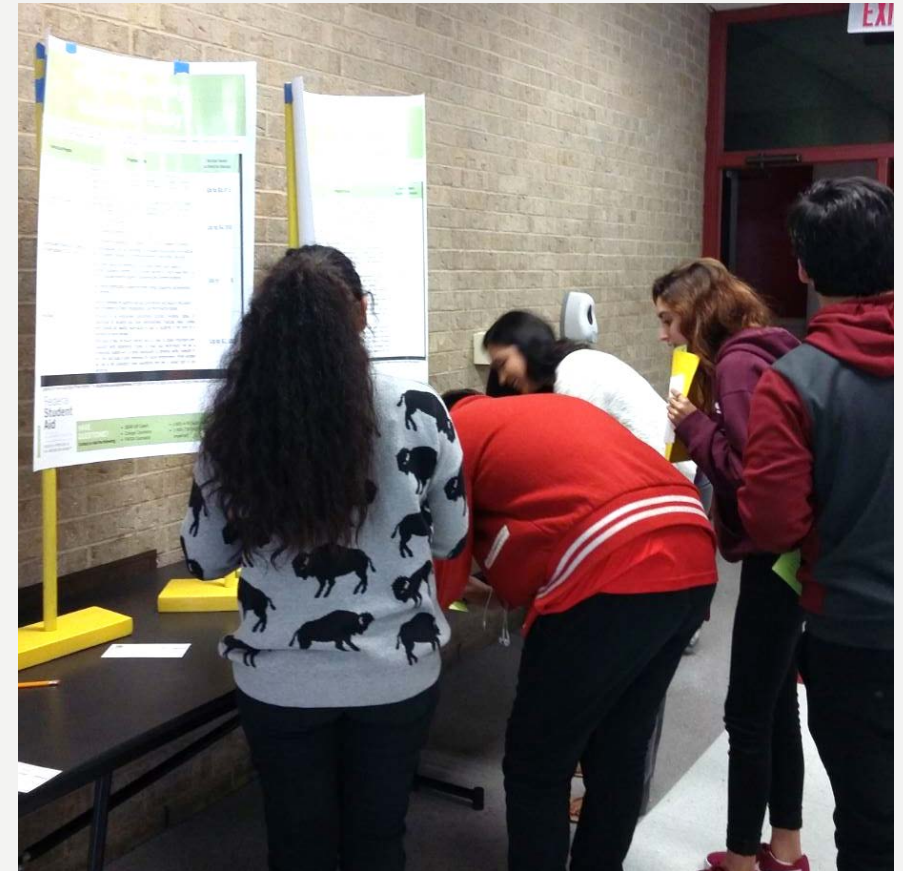
# STATIONS

1. Financial Aid
2. Bookstore
3. Student ID
4. Athletics
5. Health Services
6. Housing (Room)
7. Meal Plans (Board)
8. Technology Services
9. Parking



# LOGISTICS

- Friday of GEAR UP Week
- All high schools
- 45 to 90 minutes (depending on number of participants)
- Each school received their own game set
- 8 tables and/or ample wall space required (such as a gym or open room)
- GU2 partners and staff manned stations
  - We set up the game during our August partner meeting for a practice run
  - Everyone had a chance to participate and volunteered to help at campuses on game day





# GEAR UP U - PROFILE

- 4-year, public university in Texas
- 300 miles from San Antonio, TX
- 28,500 students
- Diverse student body
- Over 70 majors
- NCAA Division I sports
- Top-ranked research university



# DIRECTIONS



## Students...

- Review your award letter to see how much financial aid you received to apply towards your tuition and fees. This is how much you have to spend to begin your freshman year.
- Using your expense ledger as your guide, visit each department and make decisions about tuition and fees, room and board, athletics, student ID, books, parking permit, technology, and health insurance.
- As you make decisions, mark the amount you spend in the “Amount” column and deduct what you are spending from your rolling balance (amount on your award letter) as you move from one department to another.
- When you have visited each department, total your “Expenses” and visit the Financial Aid office in case you need a student loan OR you need to rethink some of your expenses. *Hmmm, could you live with a cheaper option?*



# LET'S PLAY!

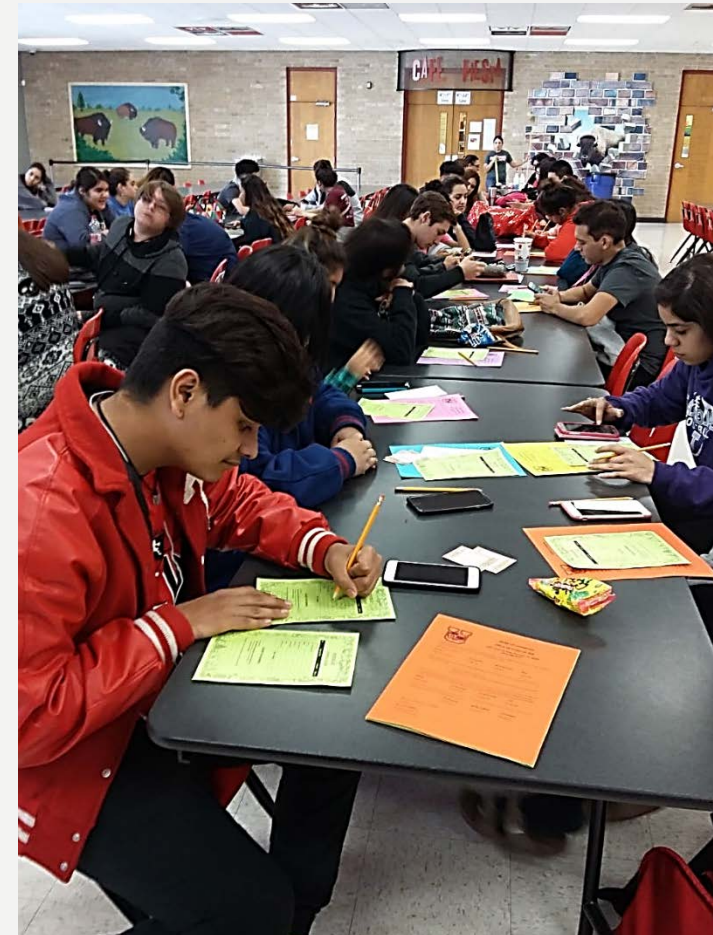
## YOU NEED:

- PENCIL/PEN
- EXPENSE LEDGER
- AWARD LETTER
- CELL PHONE  
(CALCULATOR)

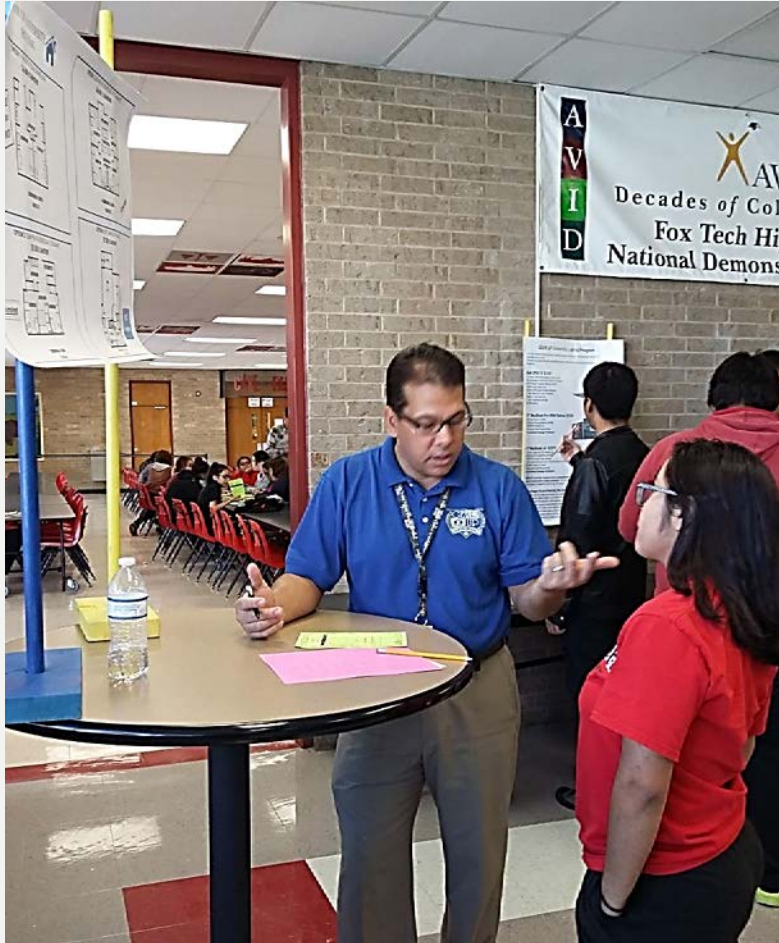


# REFLECTION

- What was your game experience like?
- Was your perspective the same/different from when you were enrolling in college for the first time?
- Which areas of the enrollment process do you think your students will have the most trouble with?
- How will parents respond to playing this game?
- What suggestions do you have for this activity?



# MORE TIPS



- Get partners and staff members to help you. Document the MATCH!
- Be sure to take time to recap/reflect with the students and to address any questions they have before leaving.
- Have scholarship applications ready to hand out to students along with a list of scholarship search websites.
- We also shared this game with parents to help them understand the college enrollment process.

# ACCESS TO GAME



You get the game!

You get the game!

You get the game!

Everything is on your  
jump drive.



# CONTACT US

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