

TRACK YOUR PROGRESS EACH SEMESTER!

- If you started in the Coreq Course paired with College Course 1, check the “with Coreq Course” box.
- For each semester, write your grade in the row for the course you took.
- If you stop out or drop out: Use a **/** (stop out) or an **X** (drop out) for the semester you skip college. Write the **/** or **X** in the row for the course you would have taken if you stayed in college.

	SEMESTER			
	1	2	3	4
COLLEGE COURSE 5				
COLLEGE COURSE 4				
COLLEGE COURSE 3				
COLLEGE COURSE 2				
COLLEGE COURSE 1 <input type="checkbox"/> with Coreq Course				
PREREQUISITE REMEDIATION 1				
PREREQUISITE REMEDIATION 2				
PREREQUISITE REMEDIATION 3				

SUCCESS POINTS GRADE	5 or more	4	3	0, 1, 2
	A	B	C	F
	STOP OUT /	DROP OUT X		



ON YOUR TURN IN A ROUND

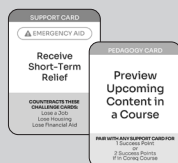


1. Draw one card from the deck and add it, face up, to your hand (the row of cards in front of you).



2. If you draw a Learning Card or Challenge Card, play it immediately by following the instructions on the card. On your first turn, also play any Learning Cards or Challenge Cards that you received in the initial deal.

3. If you have other cards that can be played, you may choose to take one more action, but you do not have to do so if you do not want to.



Keep all cards face up. The lower row is your hand. As you play cards, move them from the lower row into the upper row. The upper row shows your history and may include cards that interact with or counteract other cards.

AT END OF EACH SEMESTER



Add up your Success Points to determine your grade. Advance if you passed. If you did not pass, repeat your course. Keep one Success Point for next semester if you got an F with score of 2.



Unless you passed a College Course, roll the die to determine whether you stay in school or stop out the next semester. (See the rules for the impact of your die roll.)



If you get two Fs during the game—Fs in any two semesters—you stop out for the next semester. If you stop out for two semesters, you drop out of college and stop playing the game.



Write the result of your semester on your tracker.



Choose at least one person who did well and one person who did not do well to tell the story of their semester.