

Career Learning Continuum Guide



Awareness

Awareness Activities

- Provide basic awareness to a variety of careers by interacting with industry professionals
- Understanding of education/skills requirements
- Typically one-time experience
- 6th - 10th grade experience

Guest Speaker or Industry Panel

- 30-60 minutes (per class)
Industry panel in classroom to discuss career pathway
- Formal training experience
 - Job Duties & Responsibilities
 - Skills & Knowledge needed
 - Connections to curriculum

Worksite/Company Tour

- 1-2 hours
- Hosted tour of an industry worksite that highlights career in the organization

Career Fair

- 2-4 hours
- Tabling of industry professionals talking with groups of students
 - Sharing career information

Future You 2 Go

- 30-60 minutes
- Industry/post-secondary professionals provide: Career and/or program presentations, career skills demonstrations and informational interviews



Exploration

Exploration Activities:

- Deeper understanding of specific careers, skills and post-secondary readiness
- May include hands-on experiences
- 9th - 12th grade experience

Career Focus Event

- 1.5 – 8 hours
- Multiple professionals from specific field/industry
 - Providing first-hand knowledge of pathways
 - Includes hands-on, interactive activities and may include industry site tour
 - May include post-secondary representation

Job Shadow

- 2-8 hours
- Participate with industry professional to observe, discuss and participate in daily routines and activities of that career field

Informational Interview

- 30 minutes – 2 hours
- Outreach to industry professionals in person, on the phone or virtually to discuss a profession or a specific topic about that career area

Mock Interview

- 30 minutes – 2 hours
- Provide student resume'
 - Participate in interview process with an industry professional
 - Receive constructive feedback on interview style and response to interview questions



Work-based Learning

Work-based Learning Activities:

- **Sustained interactions with industry professional as individuals or in small groups**
- Aligned with curriculum and instruction
- Can be facilitated via workplace or simulated in the classroom, lab, or other site
- Students earn credit or aligned to verified credential/outcomes
- 11th – 12th grade experience

Internships

- 15+ hour activity
- Places the student in a real workplace environment to develop and practice career-related knowledge and skills for a specific career field

Clinical

- Activity hours vary by project
- Experiences that integrate knowledge acquired in the classroom with clinical practice

Service Learning

- Activity hours vary by project
- Student led project aligned with interest or community need in conjunction with business or industry partner

School-Based Enterprise

- Activity hours embedded in classes
- Ongoing, student-managed, entrepreneurial operation provides goods & services that meet the needs of the school

Technology-based Learning

- Activity hours vary by project
- Sustained learning experiences in a consistent career field via electronic technology
- **Future You Virtual Academy

Workplace Simulation

- Activity hours vary by project
- Work-based learning activities that simulate work environments in any field
 - Experiences completed within context of industry

Practicum

- Activity hours vary by project
- Experience where students interact with professionals to apply career readiness and academic skills
- **Future You Academy

Cooperative Work Experience

- Activity hours vary by project
- Experience related to the student's CTE program of study, with the primary goal to develop career relevance and competence