

# Career Learning Program 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
- 6<sup>th</sup> - 10<sup>th</sup> 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
- 9<sup>th</sup> - 12<sup>th</sup> 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
- 11<sup>th</sup> – 12<sup>th</sup> 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