# UNIT: Career Development Grade Level 2

ACTIVITY: Career Bingo Lesson 4

 Career Standards: A. Students will acquire the skills to investigate the world of work in relation to knowledge of self and to make informed career decisions.

 B. Students will employ strategies to achieve future career goals with success and satisfaction.

 Competencies: C:A1 Develop Career Awareness

 C:B1 Acquire Career Information

 Indicators: C:A1.2 Learn about the variety of traditional and nontraditional occupations

 C:B1.4 Know the various ways in which occupations can be classified

Materials:

* Career Path Poster
* Career Bingo (MAR\*CO) or this website: <http://bogglesworldesl.com/jobbingo.htm> has printable bingo cards (click on the 3 x 3 bingo balls –that is a list of all the jobs, and then click on 4x4 card generator- print the card then click your refresh button and it will generate a new card. You can keep clicking refresh until you get a classroom set). You can laminate them and use them from year to year.

Vocabulary:

* Career paths – different groups of jobs that have things in common

Gathering:

Ask students to think about: “What do you want to be when you grow up?”

Review Agenda/Before the Lesson:

“Keep thinking about what you want to be when you grow up, because today we will play a game using all the information we have learned about the six career paths and the many careers within our community. At the end of our lesson, each of you will share what job you might like to have.” (Refer to Career Path Poster and the jobs they shared in the previous lesson.)

During the Lesson:

Give each student Bingo card. Facilitate game according to directions. As game is played, ask students which path each career falls under. Emphasize the job to its career path.

After the Lesson:

After game, ask students “are there new careers you think you might want to explore?”

Checking Out What You Learned/Assessment:

Ask students “what are some big ideas you have learned throughout the course of the unit?” As students respond, write big ideas on board. (Emphasize: 1. Personal interests influence the career path a person chooses. 2. Specific jobs fall under one of the 6 career paths. 3. You can do anything you want to do when you grow up.)

Closing:

Ask students: “What do you think you might want to be when you grow up?”

Reflective Questions:

*What did my students gain from this lesson*?

*How did it impact their thinking, attitudes and abilities*?

*What things did I do well*? *How did I know?*

*In what way did the strategies I used enhance learning*?

*How does my assessment meet my lesson objective*?

Notes:

Note to counselor: Some of the jobs represented in the game are stereotypical and not politically correct. (I.e. “secretary” is now called an “office manager.”) As you play the game tell students the proper name for the job.

