

Job Jumper Lesson Plan

Lesson Objective: This game is designed to help students understand the different career paths available to them and how jobs differ from one another. This game takes the traditional 17 career clusters and groups them into 6 categories.

Grade Levels: 4th and 5th

Game set-up: Use the “Rules” page to explain how the game will be played. Cut out the tokens or use your own. Participants will use the table to record their answers. This game can also be played as a class. Project the game board on a screen. Go through each career category and discuss them as a class.

Supporting Material/Resources: You will need one coin and the material attached to this lesson plan for each group of 2-4 players. Browse career clusters by visiting OKcollegestart.org/Career_Planning/Explore_Careers/_default.aspx. You can find other elementary resources and activities at UCanGo2.org.

Homework: Have the students talk with their parents or another adult about the careers they listed? What type of education or skillset does each of these jobs require?

Category Explanation: The six career categories used for this game come from the 17 career clusters. These clusters can be found at

OKcollegestart.org/Career_Planning/Explore_Careers/_default.aspx.

The categories include:

<p>STEM: Information Technology, Science Technology, Engineering, Mathematics (Astronaut, Mechanical Engineer, Geologist)</p>	<p>Business: Business Management & Administration, Finance, Government & Public Administration, Marketing, Manufacturing, Transportation & Distribution (Accountant, CEO, Truck Driver)</p>
<p>Creative: Architecture, Arts, A/V Tech & Communications (Painter, Graphic Designer, Journalist)</p>	<p>Health: Health Science (Pediatrician, EMT, Nurse)</p>
<p>Helper: Education and Training, Hospitality & Tourism, Human Services, Law & Public Safety (Teacher, Tour Guide, Firefighter)</p>	<p>Nature: Agriculture & Natural Resources (Farmer, Forrester, Park Ranger)</p>