

## **Educator Guide**

### **Spark! for Kindergarten to Grade 2**

# Career Cruising

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## SPARK! K2 OVERVIEW

In Spark! Kindergarten to Grade 2 students are introduced the job diversity and the world of work in a fun and exciting way. People are mysteriously disappearing in **Career Town!** Students must help find out why and save the day!



While playing different activities, each of which are **read aloud**:

- students learn about career paths and different occupations at 6 different Career Town work locations.
- students complete reflection activities and their answers are stored in the **About Me** section of their Dpad (which stands for Detective Pad).



This Educator Guide provides cross curricular suggestions for each Career Path. K-2 Spark! content supports a minimum of 6 hours of play, or 6 x 20 minutes sessions per grade. Students can play as much as they want.

## NATIONAL STANDARDS AND GUIDELINES

Spark! For K-2 covers 4 learning goals and competencies put forward by the National Career Development Guidelines, the American School Counselor Association in the US, and in Canada's Blueprint for Life career development guidelines:

1. Develop an understanding of self to build and maintain a positive self-concept through 'I-messages'.
2. Understand the different roles that exist in our community such as Community Helpers.
3. Learn about career vocabulary, skills and how skills are necessary in all careers
4. Explore and understand career information

More information about National Standards and Guidelines is available in Spark! CAMS Helpful Documents.

### SPARK! K2 LEARNING OBJECTIVES:

- #1 Develop an understanding of self to build and maintain a positive self-concept.
- #2 Understand the importance of balance in life.
- #3 Understand the different roles that exist in our community.
- #4 Learn about skill development and how skills are necessary in all careers.
- #5 Explore and understand career information – in each location.

## ABOUT CAREER TOWN PROBLEM SOLVING ACTIVITES

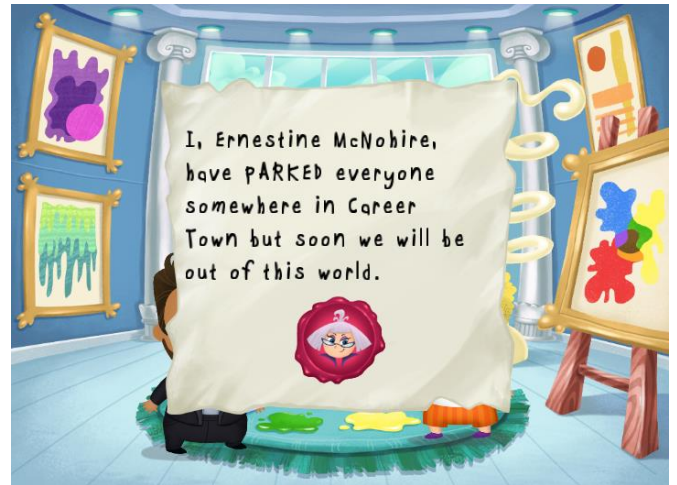
Students are introduced to the diversity of careers, different kinds of work places, the concept of career paths and their own About Me profile building through a series of reflection activities and games.

Students will benefit from in class discussions about key concepts addressed in the K2 product. See Key Vocabulary.



### STORY INTRODUCTION

- ErnestineMcNohire is up to her tricks and creating havoc in Career Town!
- Detective Jill instructs the Player how to pick their avatar and how to answer questions in their Dpad.
- She shows the Player a map of Career Town with 6 locations: Career Town Park, Farm, Hospital, Construction Site, Art Museum and Pet Grooming Shop.
- When the student has played one game at each of the 6 locations, the whereabouts of Ernestine McNohire and the missing workers is revealed.
- At each location the player finds clues and reports back to Detective Jill, via their Dpad. They also complete a simple quiz about the kind of work and jobs they've learned about.



### BUILD YOUR AVATAR

Learning Objective #1: Develop an understanding of self to build and maintain a positive self-concept.

How it works:

- Student makes a character that represents him or herself.
- The student's avatar will appear on screen in-game.
- The student's avatar can be updated anytime.



How it works:

- All career information and self-reflection is stored in the student's Dpad, short for Detective Pad.
- Once populated with information gathered after they play their first game, the Dpad apps are:
  1. About Me
  2. People
  3. My Clues
  4. My Stickers
  5. My Art
- In their Dpad's About Me personal profile the student builds an inventory of their interests and answers to other self-reflection questions (see Appendix). This section also holds the 6 career path badges they receive after visiting each of the 6 locations in Career Town.
- Occupation profiles of people they meet in Career Town are stored and sorted into Career Paths. Students can select 'Jobs I like' which are stored in About Me, Jobs I Like.
- A sticker page is included here. Students receive a new sticker on completing a location activity - which they can sort and organize.
- Pictures they create in the Art Museum activity are also stored here.



## SUGGESTED INTRODUCTORY IN-CLASS DISCUSSION

Your students will benefit from an in-class discussion about what work is, and the concept of 'career paths'.

Discuss with your class that people have needs such as food, housing, clothing, and wants such as entertainment. Explain that people work to earn money to pay for what they need and want. A job is work that people are paid for, and has specific tasks or responsibilities. Sometimes people have volunteer jobs that they don't get paid to do. Volunteer jobs have other benefits like meeting new people and contributing to your community.

Include a discussion about how jobs can also be organized by similar tasks, the kinds of places people work and the kind of work they do.



## CAREER TOWN

Players navigate to Career Town locations by clicking on the map. Each location area provides access to activities and career information



In Spark!, your K-2 students will discover 6 locations, where characters have similar kinds of tasks or jobs because they are each have taken the same career path. Each Career Town location is associated to one of 6 career paths:

1. **Business Path** / Pet Store: people who like to work with numbers and be organized.
2. **Creative Path**/Art Museum: people who like to draw, write, or perform.
3. **Nature Path**/Farm: people who like to work outdoors with plants and animals.
4. **Fixing and Building Path**/Construction Site: people who like to figure out how things work & build things.
5. **Helping Path**/Career Town Park: people who like to work with people and help make things better for others.
6. **Health Path**/Hospital: people who like to care for animals and people.



## Location Sequence – First Time Playing

- The first time a location is visited they are asked to help out and learn about missing workers:



- Information about the workers they learn about is stored in their Dpad:



After they play 7 the 3 minute game is played, a clue from Ernestine McNohire is discovered!



The student is then asked a series of questions about the workers and their occupations:





## LOCATION: CAREER TOWN PARK

Game: Clean Up!

Career Path: Helping Path

Learning Objective #2: Understand the different roles that exist in our community

How it works:

Help find and organize litter in the community park!

Jobs at these Health Path jobs at this location:

- Police Officer
- Mayor
- Volunteer



## LOCATION: HOSPITAL

Game: Super Busy Hospital

Career Path: Health

Learning Objectives

#4: Learn about skill development and how skills are necessary in all careers

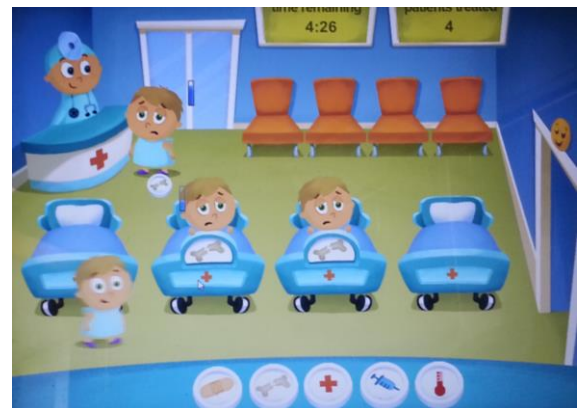
#5: Explore and understand career information.

How it works:

- The player manages helping patients get the treatment they need to free up hospital beds.

Jobs at these Health Path jobs this location:

- Doctor
- Nurse
- Paramedic



## LOCATION: CONSTRUCTION SITE

Game: Crane Simulation

Career Path: Fixing and Building

Learning Objectives

#4: Learn about skill development and how skills are necessary in all careers

#5: Explore and understand career information

Cross Curricular Learning Opportunities: math & shapes

How it works

- The player must place the correct block shapes in their correct blueprint.
- The player has to re-create the blueprint with the set amount of retries



Students learn about these Fixing and Building Path jobs, at this location:

- Crane Operator
- Engineer
- Architect

## LOCATION: FARM

Game: Matching

Career Path: Nature

Learning Objectives

#4: Learn about skill development and how skills are necessary in all careers

#5: Explore and understand career information

Cross Curricular Learning Opportunities: Science

How it Works

- Kids match tools and animals found on the farm.



Students learn about these Nature Path jobs at this location:

- Farmer
- Horse Trainer
- Veterinarian

## LOCATION: ART MUSEUM

Game: Drawing

Career Path: Creative

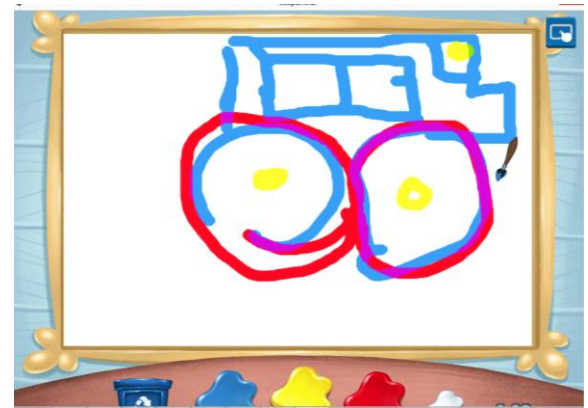
Learning Objectives:

#4: Learn about skill development and how skills are necessary in all careers

#5: Explore and understand career information

#1: Develop an understanding of self to build and maintain a positive self-concept

Cross Curricular Learning Opportunities: Art



How it works:

- Draw your favourite career.

Students learn about these Creative Path jobs at this location:

- Curator
- Artist
- Photographer

## LOCATION: PET GROOMING STORE

Game: Pet Grooming

Career Path: Business

Learning Objectives

#4: Learn about skill development and how skills are necessary in all careers

#5: Explore and understand career information

Cross Curricular Learning Opportunities:

How it works

- Student helps the business owner wash pets that are brought to this business to keep the customer satisfaction rating high!



Students learn about these Business Path jobs at this location:

- Business Owner
- Accountant
- Advertising Manager

## KEY VOCABULARY

- Job
- Career
- Business
- Skills
- Money
- Work

## CROSS CURRICULAR OPPORTUNITIES:

- Science
- Math
- Social Studies
- Language Arts
- Arts

## K2 CAREER INFORMATION SUMMARY

Name	Job	Location	Career Path	Core Tasks
Detective Jill	Teacher	Detective Academy	Helping	Quizzes students to help solve mysteries and become detectives.
Nuttah	Volunteer	Career Town Park	Helping	Doesn't get paid but likes to help wherever help is needed.
Mayor Josh	Mayor	Career Town Park	Helping	He leads Career Town's government, helping make it a great place to work and live.
Police Officer Jan	Police Officer	Career Town Park	Helping	Keeps the whole town safe for everyone.
Farmer Miguel	Farmer	Farm	Nature	Works in Nature, to grow fruits and vegetables and keep animals like cows, for milking.
Dr. Caitlin	Veterinarian	Farm	Nature	Works in Nature because she likes to keep animals healthy.
Heather	Animal Trainer	Farm	Nature	Works in Nature by training animals to work on a farm, or to be in special shows.
Jasmine	Architect	Construction Site	Fixing and Building	Designs new buildings.
Bashiir	Crane Operator	Construction Site	Fixing and Building	Helps build buildings by using hooks and cables to lift heavy objects and put them in place.
Maysa	Engineer	Construction Site	Fixing and Building	Makes sure the building is strong and safe.



Quan	Business Owner	Pet Grooming Shop	Business	Uses TV commercials and the internet to tell everyone about the business.
Tina	Accountant	Pet Grooming Shop	Business	Runs the shop and keeps the customers happy.
Enrique	Advertising Manager	Pet Grooming Shop	Business	He counts the money the Business makes and pays the employees.
Rehan	Curator	Art Museum	Creative	Selects artwork to go up in the Art Gallery for shows.
Maria	Artist	Art Museum	Creative	Makes art in her studio and then exhibits it in Art Galleries to sell.
Jermaine	Photographer	Art Museum	Creative	Takes pictures of the art for posters and books.
Dr. Alisha	Doctor	Hospital	Health	Is the Emergency Room Doctor. She treats everyone who is sick or injured.
Sean	Nurse	Hospital	Health	Helps doctors treat patients who need medical help.
Christine	Paramedic	Hospital	Health	Drives an ambulance and brings patients into the hospital Emergency Room.

## REFLECTION ACTIVITY QUESTIONS

First question	Possible Answers (Voice over reads these and student selects icons to answer)
<p>Q1</p> <p>What do you like to do for fun?</p>	<ol style="list-style-type: none"> <li>1. Reading comics or books.</li> <li>2. Playing sports.</li> <li>3. Building things.</li> <li>4. Playing video games.</li> <li>5. Playing with my friends.</li> <li>6. Watching movies or TV.</li> <li>7. Playing games.</li> <li>8. Arts and Crafts.</li> <li>9. Singing.</li> <li>10. Using the computer</li> </ol>
Unlocked after first location is visited	
<p>Q2</p> <p>How many people are in your family?</p>	1, 2, 3, 4, 5 6, or more than 7
	Detective Jill (after question #2 has been answered): "Wow!"
<p>Q3</p> <p>How do you help out at home?</p>	<ol style="list-style-type: none"> <li>1. Make my bed.</li> <li>2. Help with dinner.</li> <li>3. Set the table.</li> <li>4. Take care of a pet.</li> <li>5. Clean and tidy up.</li> <li>6. Load the dishwasher.</li> <li>7. Help with the groceries.</li> <li>8. Take out garbage and recycling.</li> <li>9. Water plants.</li> <li>10. Help with laundry.</li> </ol>
	Jill (after question #3 has been answered): "You're a great helper!"
Unlocked after second location	

Q4 How old are you?	Answer selection represented by a slider or numbers to click on.
	Jill (after question # 4 has been answered): "That's a fun age!"
Q4 What do you like about school?	<ol style="list-style-type: none"> <li>1. Reading.</li> <li>2. Words and spelling.</li> <li>3. Numbers.</li> <li>4. Singing.</li> <li>5. Gym class.</li> <li>6. Seeing friends.</li> <li>7. Recess.</li> <li>8. Art.</li> <li>9. Plants and animals.</li> <li>10. Telling time.</li> </ol>
	Jill (after question #4 has been answered): "There are so many things to like about school!"
Unlocked after third location	
Q5 What's your favourite colour?	<ol style="list-style-type: none"> <li>1. Blue</li> <li>2. Red</li> <li>3. Green</li> <li>4. Pink</li> <li>5. Purple</li> <li>6. Yellow</li> </ol>
	Jill (after question #6 has been answered): "That's my favourite too!"
Q6 What are you good at?	<ol style="list-style-type: none"> <li>1. Working with others</li> <li>2. Telling jokes</li> <li>3. Counting</li> <li>4. Reading</li> <li>5. Fixing things</li> <li>6. Playing sports</li> </ol>
	Jill (after question #7 has been answered): "You have great strengths!"
Unlocked after fourth location	



## QUIZZES AT EACH LOCATION

Each episode ends with a 4 part quiz about some of the career info learned in the game. The following is an example of the quiz that the student answers at the end of the Pet Shop game. The quiz is read aloud and the students pick icons to answer. The text is also included on the screen. All 3 answers appear before the student can answer.



Dt. Jill: "This is a curious case. Let's go over everything you learned at this location to file a report."

Det. Jill: "Select the picture that matches best."

### **Detective Jill Question 1: "Quan is an Advertiser. That's someone who..."**

Detective Jill Answer 1a: "...goes to the beach every day!"

Dt. Jill: "No, not every day, just every weekend!"

Detective Jill Answer 1b: "...whispers in people's ears about the shop."

Dt. Jill: "No. That would take too long!"

Detective Jill Answer 1c: "...uses TV commercials and the internet to tell everyone about the business."

Dt. Jill: "Correct!"

### **Detective Jill Question 2: "Tina is a Business Owner. That means..."**

Detective Jill Answer 2a: "...she makes people laugh at the circus."

Dt. Jill: "No. She makes people laugh, but not at the circus."

Detective Jill Answer 2b: "...she shampoos and grooms insects, like spiders."

Dt. Jill: No. They don't make bottles of shampoo that small!"

Detective Jill Answer 2c: "...she runs the shop and keeps the customers happy."

Dt. Jill: "Correct!"

### **Detective Jill Question 3: "Enrique is the Accountant. That means...."**

Detective Jill Answer 3a: "...he is a movie star who is famous."

Dt. Jill: "No. He likes going to movies, not being in them."

Detective Jill Answer 3b: "...he counts the money in his piggy bank every night."

Dt. Jill: "No, only when he's saving up for the latest calculator."

Detective Jill Answer 3c: "...he counts the money the Business makes and pays the employees."

Dt. Jill: "Correct!"

### **Dt. Jill Question 4: "Hmm - so Quan is an Advertiser, Tina is a Business Owner and Enrique is an Accountant. Do they have anything in common?"**

Detective Jill Answer 4a: "They all drive big wheel trucks."

Dt. Jill: "No. They all ride their bicycles to work!"

Detective Jill Answer 4b: "They work for the King of Career Town."

Dt. Jill: No. There is no King of Career Town, or Queen either!"

Detective Jill Answer 4c: "They all work in Business."



Dt. Jill: "Correct!"

Dt. Jill: "So Ernestine McNohire has taken Tina and Enrique. But why? And where is she hiding them?" "Keep exploring Career Town to gather clues. For helping restore order at the Pet Grooming Shop, Quan wants you to have this **Business badge**. All your badges are kept here." *An animation shows that the badges are stored in the About Me section of the student's Dpad.*

## ELEMENTARY STUDENTS AND CAREER DEVELOPMENT

For elementary children, career learning is grounded in learning key career concepts, that there are a wide range of careers, and understanding and applying life skill concepts, like goal setting and personal awareness.

Our aim is to provide children with learning experiences that introduce and reinforce themes like lifelong learning, the importance of successful social interactions and understanding different career paths. More specifically, Spark! content encompasses the following principles:

- **Personal social:** Children should develop a concept of self, effective social skills, the ability to acquire and measure change and growth, and the ability to achieve social and emotional balance when developing career readiness strategies.
- **Lifelong learning:** Children should strive for achievement and purpose and feel empowered to participate in developmentally beneficial experiences.
- **Career development:**
  - Learning to effectively plan, implement strategic decision making skills, and use relevant information are skills necessary for career readiness.
  - Children will gain awareness of career paths: health, nature, business, fixing and building, helping, and creative.

Career Cruising has consulted with Elementary Guidance Counsellors for input to the Kindergarten to Grade 2 Spark! module. With this team of subject matter expert input, the following age appropriate career concepts are addressed in the program:

- ☐ Awareness of different roles people have ie. in their home, school and community.
- Awareness of paid vs unpaid work (volunteer jobs).
- Awareness of organizing jobs by Career Paths.
- Awareness of self, such as personal interests and preferences
- ☐ Develop an awareness of different and diverse jobs

Details about these concepts and how to address with your students are included in this document.