# Using Career Cruising alongside The Real Game

In this document you will find some suggested activities and resources in Career Cruising that can supplement the activities available in The Real Game.

# Unit 1 – Making a Living

Session 3: What's My Line?

- Further research assigned role in Career Cruising
- Save the Career Cruising profile into the EDP and add a note that this was their Real Game Role
- Students can also write a reflection in the My Journal section to discuss what elements of their role they liked or did not like

## Session 5: Who am I? Who are You?

- Continue exploration of different adult career roles by completing Classroom Activity #9
  - Career Interview Project

# **Unit 3 – Changes and Choices**

# Session 1: Fair Play

 Another opportunity to use Classroom Activity #9 – Career Interview Project, to delve into these issues with an adult interviewee

# Session 2 – The Pink Slip

- Students can review content in the Employment section to talk about ways to search for a new job
- Students can also use the resume builder to practices completing a resume
- The resume can then be included in the My Files section of the EDP

## Session 4 - Transitions

• To assist them in understanding self-employment, students can research careers where they could be self employed, or even research the information available under the Entrepreneur profile.

#### **Unit 4- The Personal Journey**

# Session 1 – Think Again!

• Students can refer back to their reflection from Unit 1, Session 3 and then research in Career Cruising roles that may be a better fit and save them to the EDP. Students should be encouraged to review the multi-media interviews to understand the "After Work" aspects of each career as well.

#### Session 2- Follow Your Heart

• Students can include their Ideal Role Profile in their My Journal section

# Session 3 – The Big Picture

 Students can store their document outlining their lives to the age of 100 in the My Files section



# Session 4 – Career Day

- Students should be encouraged to save careers of interest to the EDP so that educators can draw a list of careers of interest to invite appropriate adult guests.
- Students can refer back to Classroom Activity #9 Career Interview Project to prepare questions for their invited guests

