EDMONTON PUBLIC SCHOOLS

Career Pathways

in your classroom

Career Pathways fosters growth and success for every student by supporting their journey from early learning through high school completion and beyond, and enhances public education through communication, engagement and partnerships. Students develop a curiosity about the world around them, and grow skills and competencies through rigorous and relevant projects, activities and experiences connected to curricular outcomes.

The five career pathways

- Arts, Design and Communication
- Business and Information Technology
- Construction, Manufacturing and Transportation
- Health, Education and Human Services
- Natural Resources and Environmental Sciences

Guiding Principles

Career Pathways embodies the 2018–22 District Strategic Plan, and our vision of *Success: one student at a time*. Four guiding principles have emerged from communication with staff, students, families and community members, and learning activities may address one or more of them–and to varying degrees.

Programming

Innovative learning approaches that are embedded across curricula.

Skills and competencies are developed through cross-curricular learning activities such as projects, design thinking and inquiry-based opportunities.

Authentic Experiences

Engaging students through meaningful and relevant experiences that connect learning to career pathways.

Authentic experiences help students to see the connections between what they are learning and the world around them, through high quality learning environments, hands-on experiences, field trips, exploration activities and work experience opportunities.

Community Connections

Building relationships with parents, community and businesses that intentionally connect students to experiences and potential career pathways.

Education is a collective responsibility and, through collaboration with stakeholders, we can enhance and enrich opportunities for students while incorporating the expertise that exists within our communities.

Future Focused

Adapting to ever-changing environments and realities.

The world around us is constantly moving forward and it is important that we prepare our students for the future. Responsive learning opportunities and environments will support the development of competencies and transferable skills.

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Things to try in your classroom

Using the curriculum and the five career pathways, here are a few examples of how to incorporate Career Pathways into your teaching.

Legend

- Programming
- Authentic Experience
- Partnerships and Connections
- Future Focused

- Using a **Project-Based Learning** approach, create a utopian society–create natural resources, jobs and services, and housing and infrastructure. Then invite experts to your classroom or visit related professionals for students to interview.
- Use 3D design software to design a tiny house during a measurement unit in math.
- In language arts, take that same tiny house and write an advertisement to sell it.
- Take a walk through your community and talk about the places of work.
- After a field trip, have students use their observations and myBlueprint to research possible occupations.
- Have students use the goal setting tool in myBlueprint to set SMART, emotional, social and/or academic goals.
- Use the **Design Thinking** process to plan and test a solution to a local problem.
- Have students interview the people they are supporting during a service project in order to gain empathy and understand their needs.
- Encourage students to represent their learning in ways that are meaningful to them. For example, a documentary, podcast or physical prototype.
- Interview a panel and debate a local issue. For example, backyard chickens.
- Have students reflect on their development, and add written, audio or video reflections in myBlueprint to be viewed by their families or even prospective employers.
- Include time for personal **Inquiry** connected to curricular outcomes. For example, Genius Hour or 20% Time.
- Code Ozobots to visually retell the beginning, middle and end of a story or life cycle.
- Plant and maintain a community garden with the help of area residents.
- Connect learning to the world by inviting a guest to your classroom. For example, a professor, a professional, a graduate student or author.
- Connect curriculum to the world by hosting a school-wide market where students can sell their creations.





High impact teaching approaches

Inquiry

Inquiry learning is a form of active learning that starts by posing questions, problems or scenarios–rather than simply presenting established facts or portraying a smooth path to knowledge. The process is often assisted by a facilitator. *(Alberta Learning, 2004)*

> *"Our job is not to prepare students for something. Our job is to help students prepare for anything."*
>
> — A.J. Juliani, author of *Launch*

Project-Based Learning

Project-Based Learning (PBL) is an inquiry process that is shaped to engage students in learning connected to the real world and authentic audiences. PBL requires students to produce an end-product; the product may take on numerous formats, depending on the project intention, learning goals, and student demographic. *(ERLC, n.d.)*

> *"Classes that incorporate real-world, experiential projects not only foster lifelong learning, but also appeal to students and help them identify interesting career paths. Research confirms that under the right conditions project-based learning, although sometimes difficult to implement, can improve student learning."*
>
> — Albert, T.C., 2019

Design Thinking

Design Thinking provides students with a human-centred approach to solving real world problems. Design Thinking is a creative, flexible and competency-driven framework that can be used in any subject area. It helps students design "meaningful and creative solutions in their school, community, or classroom". *(DesignThinkingForEducators.com, 2019)* It is an iterative process with the following steps: empathize, define, ideate, prototype, and text. *(dschool.stanford.edu, 2019)*

> *"The classroom should reflect the world for which we are preparing our students. If we are asking them to create, innovate, and be outstanding as graduates, then our classrooms should be creative, innovative, and outstanding places to learn."*
>
> — Jennie Magiera, author of *Courageous Adventures*, quoted in *Launch*

> *"Career development is not just about jobs, work and careers, rather it is about life stories. Children actively explore their worlds and begin to construct possibilities for present and future selves. These life stories include a sense of self (self-identity), life roles, skills and knowledge, and are shaped by everyday events and experiences, as well as by interests, attitudes, beliefs, and role models."*
>
> — Cahill, M. and Furey, E., 2017, p. 12

Further reading

Design Thinking

Launch: Using Design Thinking to Boost Creativity and Bring Out The Maker in Every Student
(John Spencer/A.J. Juliani)

Conceptual Learning

Concept-Based: Inquiry in Action
(Carla Marschall/Rachel French)

Project-Based Learning

Hacking Project Based Learning
(Ross Cooper/Erin Murphy)

Career Learning

The Early Years: Career Development for Young Children
(Mildred Cahill/Edith Furey)

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Albert, T.C. (2019). Successful Project-Based Learning: 5 Best Practices to Enhance Student Outcomes in Experiential Courses [online article]. Retrieved from https://hbsp.harvard.edu/successful-project-based-learning

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