

IU1 Mobile Career Lab Services

K-2 Services:

❖ **PBS Alphabet Career Book and Career Interest Inventory**

Students will explore a career associated with a letter of the alphabet. Each alphabet career book activity includes: a book associated with a specific career and a PBS career journal. The journal is meant to be worked on throughout the school year with the classroom teacher.

During the session, students will complete a career interest inventory (a color-coded system through World of Work and PBS) and complete a discussion on each career category along with a review of select careers in each interest category. A career book of the teachers choosing will be read with students.

At the conclusion of the session, students will receive a career handout to take home to their parent/guardian that relates to specials classes (art, gym, library, and music). Each handout discusses careers that align with students' specials along with a QR code where they can watch short video clips on selected careers and books associated with specific career fields. Example activities to be completed for each elective are included.

[K-2 Career Book List with Summaries](#)

Artifact: Pictures, Copies of Completed Activities from PBS Career Journal, Career Interest Inventory

❖ **PBS Career BINGO Activity–Chromebooks/Computer Needed**

Students will receive a career BINGO sheet. Then, students will complete basic research to find a job in various categories, such as a job that uses math skills, a job that creates things, etc.

This career BINGO activity can be extended by asking students to conduct more research on one of the jobs they've discovered and then present this information to their classmates (in a format of the teacher's choosing).

❖ **EntreEd Entrepreneurship Activities: One activity per class session**

Activity: “Community Helpers”

Students will learn about how they can help their family, friends, and community. With the children’s book, “The Giving Tree,” as a focal text, students will discuss how the tree helped a little boy throughout his life and how this help was free. Students will discuss ways that they can give back to their community. A simple introduction to what an entrepreneur is will occur. (a problem solver as a short, easy to comprehend definition at this age).

Students will then create their own giving tree to display in the classroom or school hallway. Students will write what gifts they can share with their community on a paper leaf. This leaf can be used for a classroom/hallway bulletin board display as the class’s “giving tree.” This lesson can segway into larger conversations and activities with students about solving problems or helping others in their school or neighborhood community.

Artifact: “The Giving Tree” leaf (personal reflection), pictures of “The Giving Tree” bulletin board

Activity: Bus Design Challenge

Students will go through the entrepreneurial process by designing a product for a customer. The children’s book, “Don’t Let the Pigeon Drive the Bus,” will be the focal text. As a group, students will discuss what would make the pigeon happy besides driving the bus! Although he can’t drive the bus, can students create something else that he could drive? How can they solve a problem for Pigeon?

Artifact: Brainstorming of a Product, Finished Product for a Customer

❖ **BotsIQ MFGexplore**

What is MFGexplore?

BotsIQ MFGexplore is a new curriculum dedicated to exposing K-12 students to in-demand careers in manufacturing. MFGexplore lessons are suitable for all subjects. Lessons are exciting, hands-on, and do not require any background knowledge of manufacturing.

Each unit is coupled with a lesson which spotlights a fictional character and their career journey. The lesson content focuses on skills and competencies needed in a manufacturing career which include collaboration, communication, creativity, and problem-solving.

All BotsIQ programming, including MFGexplore, is available to all educators across our IU1 districts **FREE** of charge.

Manufacturing Careers and Activities:

Industrial Designer: Students will take on the role of an Industrial Engineer and create a catapult using 3D pens. They must consider flaws within their design and continue to upgrade the catapult in order to efficiently launch a small object onto a bullseye.

CNC Programmer: Students will learn how a CNC Machine is programmed and how to write G-code for a CNC router. Using their new knowledge, the kids will make a personalized keychain using G-code.

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Sales Representative: Students will prototype a solution to a problem and pitch their idea to a group of “sharks.”

BioEngineer: Students will research, design and prototype a prosthetic for an animal using recyclable materials.

Industrial Production Manager: Students will create a zipline carrier to transport products from one end of the manufacturing plant to the other.

[BotsIQ MFGexplore Program Request Form](#)

❖ **Connecting Careers—An Interest Awareness & Exploration Activity**

Ability to connect the presenter's laptop and to present on a Promethean board or other type of screen is needed.

☀️ Spark Curiosity & Explore Careers! ☀️

🎒 Are you ready to help your youngest learners connect their personal interests to real-world jobs? This engaging and interactive career exploration lesson is focused on career interests and is designed to make career exploration fun!

✨ What's the Lesson?

Students will discover how their interests shape the kinds of jobs they might enjoy. They'll explore eight interest themes and discuss what each interest means:

- ✅ Working alone or on a team
- ✅ Preferring routine or adventure
- ✅ Using tools or ideas
- ✅ Being indoors or outdoors

🎮 Then, they'll play *Career Connections* together as a class—a fun game to guess job interests—followed by a drawing activity to connect their interests to a possible career.

❖ **Discovery Education Career Connect (classroom speaker—virtually!)**

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- Architecture and construction
- Arts, audio visual technology, and communications
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- Education and training
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- Health science
- Hospitality and tourism
- Information technology
- Law, public safety, corrections, and security
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Interested? Contact Elizabeth Meerdo at elizabeth.meerdo@iu1.org to learn more and to schedule your virtual presentation! Once scheduled, a PDF for students to compose their speaker questions will be emailed to you, as well as extension activities that can be used as artifacts for student career portfolios.

Grades 3-5 Services:

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[BotsIQ MFGexplore Program Request Form](#)

❖ **BotsIQ RoboRecharge**

BotsIQ and the Advanced Robotics for Manufacturing (ARM) Institute present RoboRecharge, a pitch contest that brings together robotics and entrepreneurship.

The goal of RoboRecharge is for students to learn how to solve open-ended, complex problems in new and creative ways. Students work in small groups to identify a problem, conceptualize a robotic solution, build a business model, and create and pitch their presentation to a panel of industry professionals.

This project-based learning program is great for all classrooms, including business, English/Language Arts, public speaking, and social studies.

RoboRecharge REQUEST FORM

RoboRecharge Information Flyer

❖ BotsIQ Cobot Challenge

A “cobot” is a shortened term for “collaborative robot.” Cobots are a form of robotic automation and are designed to safely work alongside and collaborate with humans in a shared workspace. Cobots are found in a variety of industries, including manufacturing, and support many applications.

Using LEGOs, middle school students work in pairs to assemble and program a cobot arm to complete challenges.

The BotsIQ Cobot Challenge introduces students to in-demand technical skills in mechanical engineering, electrical engineering, computer science and programming, and 21st century skills in critical thinking, problem solving, and teamwork.

To schedule this program, please contact Suzanne Gloekler at gloekler@botsiqpa.com

❖ Discovery Education Career Connect (classroom speaker–virtually!)

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❖ **P2C 4-Day Career Exploration Activity**

The Pathway 2 Careers (P2C) 4-Day Career Exploration activity engages students in a structured, immersive journey of self-discovery and career investigation using tools such as virtual reality goggles and the P2C Labor Market Navigator platform. Time allotted for each session should be at least 45 minutes.

Tentative Schedule:

Day 1: Students create a "bioglyph" — a symbolic self-portrait — that visually represents individual interests and strengths. This activity sets the stage for exploring possible careers, allowing students to reflect on how their personalities align with different career paths. The bioglyph provides the first artifact for students' career portfolios. Students will also take a brief Holland code assessment that can serve as a career artifact, too.

Day 2: Students rotate through three interactive stations, including VR goggles loaded with career exploration simulations. They will explore jobs that align with their bioglyph/Holland code results and document their experiences in a career reflection. This reflection provides the second artifact for students' career portfolios.

Day 3: Students dive deeper into labor market data using the P2C Labor Market Navigator, researching key details, such as local demand, education requirements, and median salary for careers that they explored during the virtual reality activity on Day 2. A labor market navigator chart will provide the third artifact for students' career portfolios.

Day 4: Students will revisit their bioglyphs, compare them to their career findings from the previous three days, and identify which career paths are the best match for them. They will then synthesize everything into a short career summary. The summary will provide the fourth artifact for students' career portfolios.

❖ **Consortium for Public Education–Career Journeys Videos and Supplemental Materials**

There's no better way to explore a career than through the eyes of an insider. That's why the Consortium for Public Education launched Career Journeys, a series of video interviews with people in occupations spanning 16 career clusters that the U.S. Department of Labor established to track employment trends. Guests in each Career Journeys video answer questions that students investigating careers would ask during any job-shadow opportunity, including:

- how they became interested in their fields
- what skills make them especially suited for their work
- what advice they'd give to interested students
- what they love about their jobs and even what they don't like so much

Categories for the interviews are broad, taking in multiple industries and many careers. The Career Journeys video library expands regularly. Career Journeys supplemental materials to accompany the videos will be provided.

❖ **Virtual Reality Career Exploration with Transfr Headsets**

Students will explore careers using Transfr virtual reality headsets. Proper electronic/technology etiquette is expected of all students using the headsets. Improper usage will result in the student being removed from the session. This session is best run in small groups of 4 to 5 students. It is best to have at least 45 minutes to an hour to explore the career modules.

WiFi is needed to use the VR headsets as well as a reliable cell signal as the IU will bring a WiFi hotspot to connect the headsets. A location with ample space for student movement is needed.

Prior to this session, schools will need to distribute the Transfr career interests checklist to students—which will be sent by the career readiness coordinator. The checklist provides an overview of all available virtual reality modules on the headsets and helps to familiarize students with the options prior to using the VR headsets. Students will select their top three career interest choices to explore through the VR headsets and mark them on the checklist—please collect once complete and return to the career readiness coordinator on the day of the session.

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Artifacts: Reflection Questions, Photos of the Activity in Action

Grades 9-12 Services:

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❖ **Catalyst Connection “Forging Your Future” Self-Guided Online Course**

START YOUR MANUFACTURING CAREER JOURNEY HERE--ACCESS TO ONLINE COURSE

Catalyst Connection's "Forging Your Future" is a self-guided online course focused on manufacturing careers and apprenticeship readiness. The course runs 25 minutes.

Students will learn:

- past, present, and future of manufacturing
- diverse career opportunities
- manufacturing opportunities in our region
- essential skills and training
- career preparation activities
- access to local training resources
- gain in-person experiences

"Forging Your Future" is available at no cost and is accessible on smartphones, tablets, and computers.