

JA It's My Future® Blended Model

JA It's My Future Blended Model offers middle school students practical information to help prepare them for the working world. The program consists of six 45-minute sessions led by a volunteer, with Additional Opportunities offered throughout.

Following participation in the program, students will be able to:

- Develop the personal-branding and job-hunting skills needed to earn a job.
- Research potential careers.
- Create a basic resume.
- Recognize appropriate behavior for an interview.
- Differentiate between soft and technical skills.



Session Titles and Summaries:

- 1 Session One: My Brand**

Students learn that they have their own personal brand and that the brand they build today will reflect on them in the future. They examine well-known logos to learn how individuals and companies create their brands and build their reputations. They assess their personal characteristics to define their own brands and then develop logos to represent themselves.
- 2 Session Two: Career Paths and Clusters**

Students are introduced to the 16 career clusters and the pathways through them. They take a career interest survey and learn about potential jobs within their preferred clusters. They share job information with other members of the class and discuss the importance of all jobs within a community.
- 3 Session Three: High-Growth Careers**

Students learn about the importance of being aware of which fields are growing and which are declining when making decisions about their own careers. They play a game that introduces information about high-growth occupations.
- 4 Session Four: Career Mapping**

Students see how early experiences can build transferable skills that contribute to future job success. They look at the lives of celebrities, focusing on the life experiences that led to their success. They learn about career maps by examining a sample and then create their own.
- 5 Session Five: On the Hunt**

Students are introduced to the basics of looking, applying, and interviewing for a job. They play a game in which they must identify two truths and a myth about the job search process. They learn the fundamentals of creating a resume and engage in a simulation in which they identify appropriate skills for various jobs and decide on where to highlight those skills on a resume.
- 6 Session Six: Soft Skills**

Students learn about the differences between technical and soft skills and why both are essential for getting and keeping a job. Students also complete a soft skills self-evaluation to determine which skills they already have and which they can work toward gaining. Finally, they role-play situations that require strong soft skills.

VOCABULARY

Brand a company's brand is its promise that customers will have a good experience when using its product or service. A brand can be shown with pictures, words, or designs

Career clusters groupings of jobs and industries that are related by knowledge and skills

Career pathway a small group of occupations within a career cluster

High-growth careers careers projected to have more positions to fill than qualified applicants to fill them over the next 10 years

Job outlook a prediction of the future number of certain jobs, based on changes in society and the economy

Logo a recognizable graphic design element that represents a business, a product, or a person

References people who know you and can attest to your skills and character

Resume a written summary of a person's education, skills, and work experience

Skills a person's talents or abilities

Soft skills skills that are needed to do well in most jobs, but not tied to a specific job

Tagline a brief slogan used in marketing to define a business, a product, or a person

Technical skills abilities and knowledge needed for a specific job

Transferable skills skills used in one career that can also be used in another