



Title: Introduction Activity: Information Technology Career Cluster

Grade: 6

Career Development Model:

Career Exploration

Nebraska Career Readiness Standards:

- Manages personal career development

Objective:

- Students will identify career opportunities and examine products and apps developed by workers connected to the Information Technology career cluster.

Materials and Supplies Needed:

- Examples of applications
- Copies of "Let's Make an App!" handout
- Scratch paper
- Coloring utensils

Class Instructions:

Time: 30 - 40 minutes

1. Give the students 30 seconds to brainstorm on scratch paper about a time they've used technology in the past few days.
2. Take 30 seconds for students to share their list with a neighbor.
3. Have a few students share with the class a time when they've used technology.
4. Discuss some applications on the Web, on smart phones, or in cars. If possible, have some examples up on a computer and phone.
 - a. Examples: Facebook, Google, Yelp, Pandora Radio, Skype, Ec Readers, Google Earth, Twitter, Check Engine light, navigation, etc...
5. Distribute the "Let's Make an App!" handout to each student, which can be completed individually or in pairs.

6. Give the students 15- 20 minutes to complete the activity.
7. Have the students share some of their applications when finished.
8. Discuss each of the pathways and how careers in each pathway play a role in making sure people can access and use these apps. Examples:
 - a. Repair technician – Fixes any problems that arise with their application
 - b. Marketing Officer – Markets the product to the public
 - c. Digital Media Attorney – Protects your new product; handles any legal problems
 - d. Programmer – Puts this great new idea into action
9. Continue to encourage exploration of the Information Technology careers.

Directions for students:

Your goal in the next 15-20 minutes is to create a useful application that can be applied to everyday life. This application can be used on a computer, on a smart phone, in a car, or wherever else you choose.

Steps

1. Brainstorm an idea for an app.
2. Create a name for your application.
3. Describe what the application does.
4. Decide where the application will be used (computer, phone, car, etc.).
5. Determine how the information will be transmitted (cell phone signal, wireless, Bluetooth, electronically through a car, etc.).
6. Determine a target audience. Who would be most likely to use this app?
7. Draw a picture of what this app looks like! What are some of the images people would see when using this app? What would this application look like in action?
8. Be prepared to share your brand new application with the class. Your presentation should be about 30-60 seconds.

Credits/Sources:

Nebraska Career Education

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