



**Title:** Introduction Activity: Communication Arts Career Cluster

**Grade:** 6

**Career Development Model:**

Career Exploration

**Nebraska Career Readiness Standards:**

- Manages personal career development

**Objective:**

- Students will identify career opportunities and job titles within the Communication and Information Systems career cluster.

**Materials and Supplies Needed:**

- Post-It notes
- Six slips of paper with a career path on each one: "Pathways and Problems Solved"
- Slips of paper with a career on each one
- Hat or bowl
- NCE Career Clusters At A Glance information sheets.

**Class Instructions:**

Time: 30 - 40 minutes

1. Across the top of a board in your classroom, write each career in its own column.
2. Give each student four Post-It notes.
3. Go through each career path individually, giving students 30 seconds to brainstorm as many careers as possible in each of the pathways.
4. Once each pathway has been completed, have the students walk up and stick their notes under the pathway.
5. Discuss some of the answers. Explain to the students that today you'll be looking at more careers that are involved in these pathways. Tell them that, believe it or not, there are more than 70 careers!

6. Distribute the slips of paper with the career paths to six students. Don't let these students show them to any of their classmates.
7. Spread out these six students around the classroom.
8. With the careers cut out and placed in a hat/bowl, walk around and have each student reach in and pick one career. Ensure the students stay seated and quiet during this process.
9. When all of the students have a career, give them the following directions:
  - a. Your job is to find out to which pathway your career belongs.
  - b. You get 5-7 minutes to complete this task.
  - c. Explore each pathway before making a decision.
  - d. Be sure to talk with each student holding the different pathways; you also may discuss with your fellow classmates.
  - e. Each student holding a pathway can help with the decision making process by telling the students what problems are solved in his/her pathway.
  - f. Once you make a decision on a pathway, sit down in that area.
10. When time is up, or all students are sitting down, find out which careers made it into which pathways. Correct any mistakes and discuss any questions.
11. After completing this activity once, you can switch the students holding the pathways and repeat the activity using the remaining careers in the hat.

**Credits/Sources:**

Nebraska Career Education [www.education.ne.gov/nce](http://www.education.ne.gov/nce)

## Cutouts

### Pathways and Problems Solved

#### **Audio & Video Technology & Film**

What is the best way to design, manufacture, distribute, operate, and repair the audiovisual equipment used to communicate?

#### **Journalism and Broadcasting**

How do we gather information, prepare stories, and make broadcasts that inform us about the events and issues?

#### **Performing Arts**

How can we coordinate, produce, and critique a theatrical or musical performance?

#### **Printing Technology**

How do we use and maintain technology to prepare, print, and bind printed material for consumers?

#### **Telecommunications**

What is the best way to use data, graphics, and video to share information?

#### **Visual Arts**

How do we create a visual piece of art that communicates an idea, thought, or feeling?

**Theater Sound Technician**

**Playwright**

**Data Entry Clerk**

**Makeup Artist**

**Camera Operator**

**Lighting Operator**

**Desktop Publisher**

**Musical Merchant**

**Photojournalist**

**Sound Board Operator**

**Set Technician**

**Web Search Engine Developer**

**Camp Counselor**

**Technology Researcher**

**Speech Coach**

**Director**

**Stagehand**

**General Assignment Reporter**

**Audio Systems Technician**

**News Anchor**

**Audio Visual Designer**

**News Writer**

**Video Systems Technician**

**Drama Teacher**

**Musical Reviewer**

**Jazz Musician**

**Music Composer**

**Fine Arts Photographer**

**Instructional Coordinator**

**Painter**

**Rehabilitation Counselor**

**Sculptor**

**Computerized Automation Scientist**

**Copy Editor**

**Meteorologist**

**Equipment Repairperson**

**National Network Anchor**

**Typographer**

**International Affairs Reporter**

**Computer Service Technician**

**Paper Salesperson**

**Data Communications Analyst**

**Paper Delivery Person**

**Web Developer**

**Transcriber**

**Antique Upholsterer**

**Equipment Installer**

**Art Retailer**

**Truck Dispatcher**

**Model Builder**

**Webmaster**

**Technology Actuary**

**Printing Agency Manager**

**Music Historian**

**Business Development Rep**

**Advanced Computer Programmer**

**Archive Technician**

**Database Designer**

**Computer Software Engineer**

**Data Systems Designer**

**Telecommunications Specialist**

**Systems Consultant**

**Animation Specialist**

**Art Professor**

**Museum Technician**

**Conservator**

**Graphic Designer**

**Exhibit Designer**

**Motivational Consultant**

**Publication Equipment Designer**

**Speech Pathologist**

**Archivist**

## The Arts A/V Technology Career Cluster Pictionary Cards

<b>PIANIST</b> Play piano professionally	<b>JOURNALIST</b> Write for a newspaper, magazine, or professional journal	<b>RADIO BROADCASTER</b> Announce messages via radio, such as a talk show host	<b>COLUMNIST</b> Write topic-specific articles for a newspaper
<b>PRINTER</b> Involved with printing on paper products	<b>INSTRUMENT REPAIR PERSON</b> Fix musical instruments	<b>TV BROADCASTER</b> Announce messages via television, such as a news anchor	<b>ACTOR/ACTRESS</b> Perform for theater, film, or television
<b>PHOTOGRAPHER</b> Take professional photographs	<b>WEBSITE DESIGNER</b> Develop website design and content	<b>DANCER</b> Perform dances professionally	<b>SINGER</b> Perform songs professionally
<b>INTERIOR DESIGNER</b> Create interior decorations and uses for space	<b>GRAPHIC DESIGNER</b> Create visual communication expressed artistically	<b>FASHION DESIGN</b> Create art dedicated to clothing and lifestyles	<b>TELEPHONE WORKER</b> Work for a telephone company for various jobs
<b>VIDEO GAME DESIGNER</b> Develop video games	<b>ARTIST</b> Develop creative works through various medias and avenues	<b>TV CAMERA OPERATOR</b> Operate TV cameras and related equipment	<b>COMPUTER NETWORKER</b> Set up computer systems and networks
<b>ELECTRONIC ENGINEER</b> Develop electronic components, systems, and tools	<b>ADVERTISING DESIGNER</b> Design advertisements for various media	<b>SPORTS RADIO ANNOUNCER</b> Broadcast live coverage of sporting events	<b>MOVIE DIRECTOR</b> Manage the filming of movies