

Endeavor STEM Career Exploration

Curriculum Guide

Recommended Grade Level 6-9 **Total Time** 1.5-2 hours **Subject Fit** Career Technical Education
Standards Alignment Common Career Technical Core, Common Core State Standards (Practices), Next Generation Science Standards

Course Overview

“It’s no longer just about ‘What do I want to be when I grow up?’ but ‘How will I get there?’”

We live in a world increasingly shaped by STEM - science, technology, engineering, and math. From the data-driven decisions of the business world to the automation of manufacturing to the predictive algorithms that mold to our digital footprint, STEM is all around us. That’s why it’s important to build the first fully STEM literate generation, and empower these learners with the knowledge they need to form and fuel their future career endeavors.

Our first-of-its-kind interactive STEM career exploration program meets learners where the ground for STEM career exploration is most fertile -- middle school. With interactive lessons, learners engage with content that reinforces key STEM skills and mindsets while enjoying the freedom and motivation of self-exploration and an interactive learning experience.

For learners who are already interested in STEM, Endeavor feeds their curiosity by providing real world context and content and how they can leverage their skills in a STEM career. For learners do not self-identify as a “STEM Type”, Endeavor piques learners’ interest by highlighting how STEM concepts and careers connect to topics that interest them, contextualizing and supporting classroom learning with real-world examples.

Course Structure

Endeavor is comprised of two primary components: My Future and STEM in My World. Students begin with the My Future section prior to proceeding to the STEM in My World lessons. STEM in My World lessons can be taken in any order. STEM Careers are woven throughout the course. Please note that individual highlighted careers may vary based on sponsor.

Course Flow

Course Start (My Future)

- Pre-Survey (10 mins)
- About Me Quiz (10 mins)
- My Field Guide Exploration (10 mins)

Lesson Components (STEM in My World)

- Pre-Assessment (3 mins)
- Learning Activity (20 mins)
- Post-Assessment (7 mins)

Course End

- Post-Survey (10 mins)

Implementation

All individual course sections are designed to be completed within one class period. Total course length is estimated between 1.5-2 hours.

Standards Alignment

Endeavor is aligned to the Common Career Technical Core, and the practices from the Common Core State Standards and Next Generation Science Standards. Please see Standards Alignment document for specific lesson and standard alignment.

Grade and Subject Alignment

Endeavor is designed to support CTE curriculum in grades 6-9.

My Future

The “My Future” section is comprised of two components, the About Me Quiz and My Field Guide.

About Me Quiz

Learners are introduced to the course and complete an interactive self- assessment where they dig deeper into their interests, skills, and aptitudes. Learners connect their resulting STEM profile to several career opportunities.

Based on their responses, learners receive one of four “STEM Types”:

- Advisor
- Architect
- Detective
- Producer

Learners may retake the About Me Quiz at any time. If learners retake the quiz and receive a different answer, the Career Connections from the first type will remain in the learner’s Field Guide.

Career Connections

After completing the About Me quiz, learners receive their type and two Career Connections that align with their type. These two careers are automatically added to the learner’s Field Guide. The career connections include:

- Clinical Research Coordinator (Advisor)
- Project Manager (Advisor)
- Electrical Engineering Technician (Detective)
- Business Intelligence Analyst (Detective)
- Front End Web Developer (Architect)
- UI Designer (Architect)
- Multimedia Designer (Producer)
- CNC Programmer (Producer)

These careers can also be found in the career search function of the Field Guide.

My Field Guide

In this personalized resource, learners explore different career opportunities based on their interests, skills, and course progress. In addition to the careers selected for the learner, learners can also search for additional career opportunities that may be of interest. Learners can access this resource at any point during their course.

The Field Guide is divided into three components:

1. About Me

In this section, learners receive overview information about their “STEM Type” and additional specifics surrounding some of their work preferences. Learners can retake the About Me Quiz from this screen. Icons for skills practiced during the “STEM in My World” lessons also appear in this section.

2. Career Report

When learners indicate their interest in a particular career during a “STEM in My World” lesson, the selected career(s) will appear in this section. Learners can expand the entries to see full career details.

3. Career Search

In the Career Search section, learners can browse additional careers. Learners can filter careers by “STEM Type”, educational requirements, or skills required.

Full Career List (Found in Search)

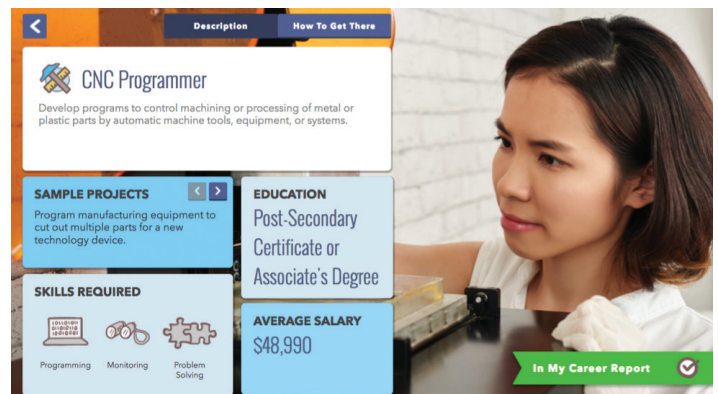
| | | |
|-----------------------------------|-------------------------------------|---------------------|
| Electrical Engineering Technician | Mechanical Engineering Technologist | Forensic Scientist |
| Business Intelligence Analyst | Information Security Analyst | Video Game Designer |
| Front End Web Developer | Data Scientist | Technical Writer |
| UI Designer | Software Developer | Pediatrician |
| Multimedia Designer | Electromechanical Technician | Chemist |
| CNC Programmer | Data Journalist | Cartographer |
| Clinical Research Coordinator | Computer Support Specialist | Actuary |
| Product Manager | Database Architect | Aerospace Engineer |
| CNC Machinist | Diagnostic Medical Sonographers | Zoologist |
| Industrial Designer | Financial Clerk | Statistician |
| Quality Control Analyst | Audio/Visual Technician | |

Career Cards

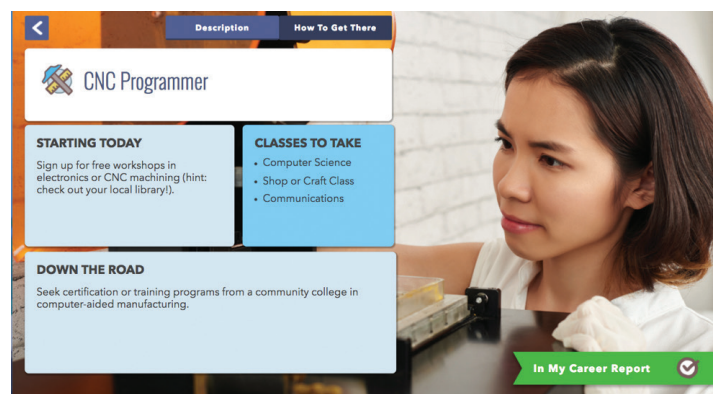
Career Cards are static content or videos that provide insight into a particular career path. Career information is based on data from the US Department of Labor (where available). Career Cards contain the following information:

- Basic description
- One or two sample projects
- Average educational requirement
- Average national salary
- Skills required (selected)
- Recommended classes
- What a learner can do now, and down the road, to prepare for this career

After reviewing this information, learners have the opportunity to add a particular career to their Career Report.



Sample Career Card - Front



Sample Career Card - Front

STEM in My World

The “STEM in My World” lessons encourage learners to explore novel applications of STEM in their surrounding world. Through active exploration of different STEM environments, students tackle challenges faced by real STEM professionals. This section contains three interactive lessons, Designing the Ultimate Prototype, Building the Perfect Playlist, and Connecting the Home of the Future.

Main Street

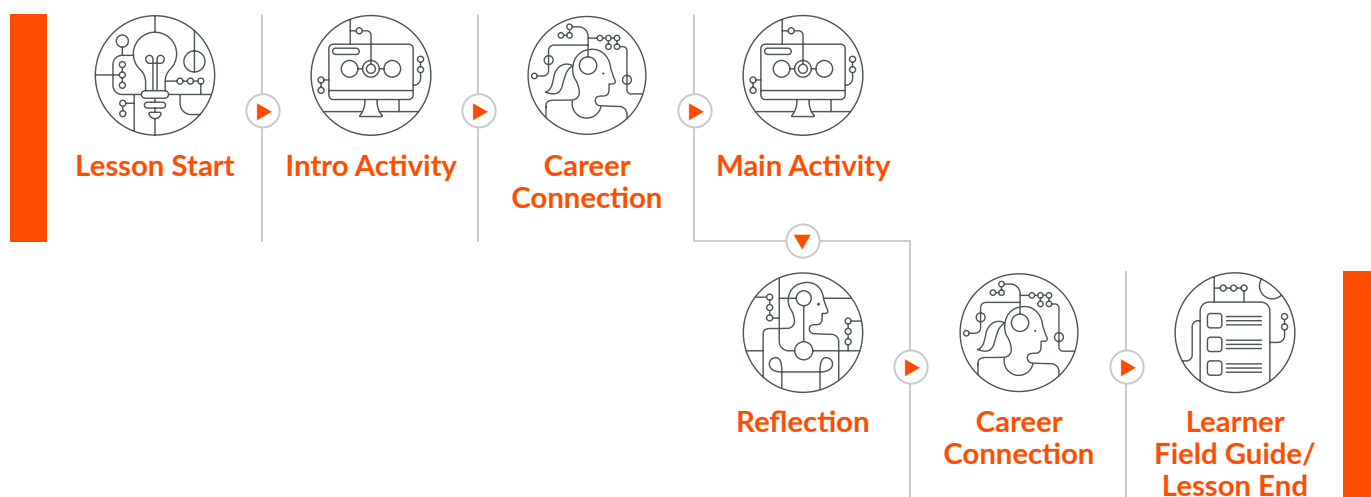
Once they have completed the About Me Quiz and visited their Field Guide, learners return to Main Street. From Main Street, learners can enter any of the buildings to begin a lesson. Also on Main Street, learners can retake assessments, resume previously started lessons, and directly access their Field Guide or Quick Navigation Menu.

Pre and Post Assessments

Each of the “STEM in My World” lessons contains pre and post -assessments related to the content areas explored in the lesson. Upon completing each post-assessment, learners receive feedback regarding which questions they answered incorrectly. Learners can also retake assessments from the Main Street Homepage.

General Lesson Structure

The interactive lessons are designed to immerse learners in the novel applications of STEM in their world. In each lesson, learners assume a particular role and must solve discrete challenges that mirror the everyday tasks of someone in that career.



Sample Lesson Activity Flow

Each lesson begins with an introduction, followed by a five-question pre-assessment. After completing the pre-assessment, the learner learns of their primary objective for the lesson. The learner then completes a short activity. After completing the mini activity, the learner learns of the skill practiced during the activity (for example, critical thinking), and is connected to a related career that utilizes that skill. After reviewing the Career Connection, the learner has the option to add the highlighted career to their Field Guide.

The learner then continues through the lesson, completing several additional tasks in the service of solving their central mission. After the learner successfully completes the activity, the learner is asked to reflect on what they enjoyed most about the preceding activity. The learner is directed to a Career Connection that relates to their stated interest.

The learner is asked to indicate if they are interested in the particular career. If they are interested, the career is added to the learner’s Field Guide. If not, the learner is directed to an additional career. This process repeats up to three times total.

After the Career Connection, the learner learns of some of the skills practiced during the lesson that connect to

potential career opportunities. These skills practiced are added to the About Me section of the learners' Field Guide.

Each lesson concluded with a ten-question post-assessment. At the conclusion of the post-assessment, learners receive follow up information about the questions they answered incorrectly. The passing score for each post assessment is 70%. learners may retake the post-assessment from the Main Street home screen.

Designing the Ultimate Prototype

Learners explore advanced manufacturing techniques by designing and rapidly prototyping a custom sneaker. Through iterative design, learners will link the design process to the high-tech manufacturing techniques shaping the future of production. Learners will connect these skills to STEM careers in engineering and/or which require design and programming skills.

Approximate Length: 20 minutes

Topics Covered:

- Engineering Design Process
- Materials and material science
- 3D printing process
- STEM Career Exploration

Skills Practiced:

- Critical Thinking
- Time Management
- Creativity

Featured Careers:

- CNC Machinist
- Industrial Designer
- Quality Control Analyst
- Mechanical Engineering Technologist

Connecting the Home of the Future

Learners explore a high tech world by calibrating a connected home. Using a variety of data sources to achieve optimal settings, learners will adjust their smart thermostat, lighting control system, and intelligent refrigerator. For each of these activities, learners will interpret basic data sets (from utility bills, fitness tracker data, etc.) to make cost and energy efficiency decisions. Learners also briefly explore the importance of protecting their personal information when using connected devices.

Approximate Length: 20 minutes

Topics Covered:

- Classifying data
- Interpreting/ analyzing data
- Password security
- Connected devices/IoT
- STEM Career Exploration

Skills Practiced:

- Problem Solving
- Decision Making
- Analysis

Featured Careers:

- Information Security Analyst
- Data Scientist
- Software Developer
- Electromechanical Technician

Building the Perfect Playlist

Learners act as curation engineers at a music software company, analyzing content and user data to determine a perfect playlist. Along the way, they learn about how recommendation engines collect information about users from online behavior.

Approximate Length: 20 minutes

Topics Covered:

- Classifying data
- Interpreting/ analyzing data
- Content filtering
- Collaborative filtering
- STEM Career Exploration

Skills Practiced:

- Troubleshooting
- Active Listening
- Information Technology

Featured Careers:

- Video Game Designer
- Data Journalist
- Computer Support Specialist
- Database Architect