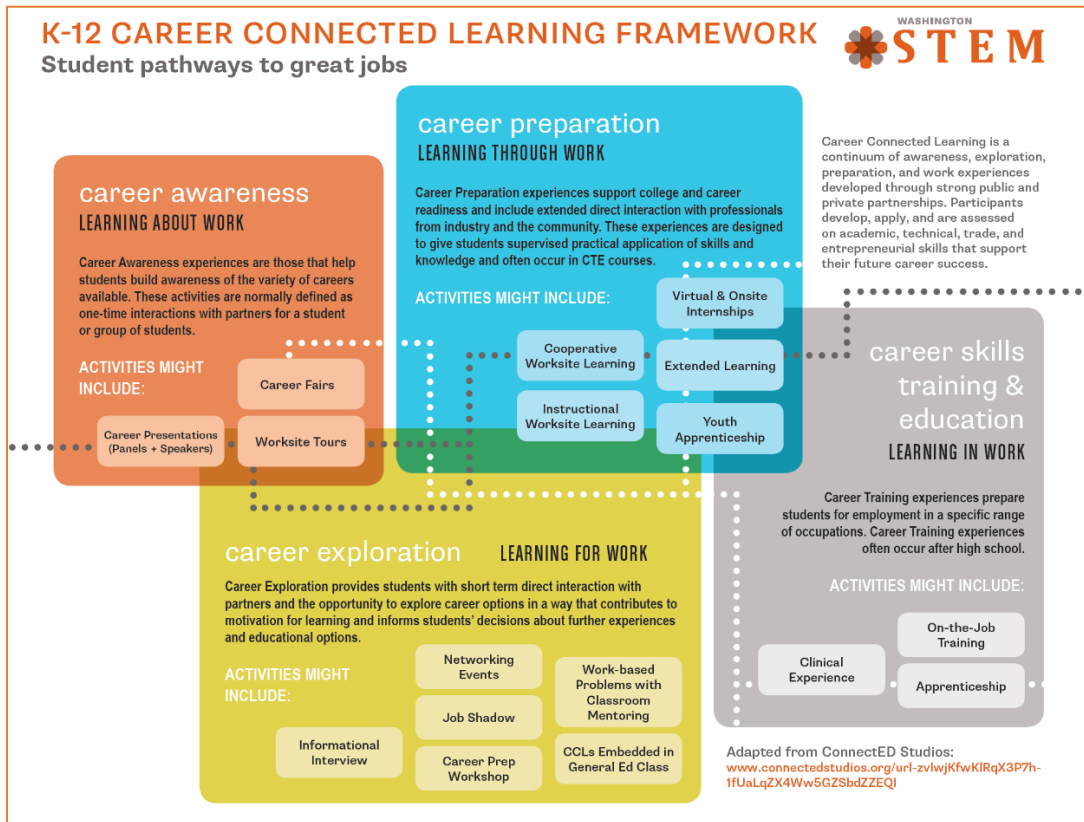


Career connected learning is a continuum of awareness, exploration, preparation, and work experiences developed through strong public and private partnerships in which participants (in and out of school youth) develop, apply, and are assessed on academic, technical, trade, and entrepreneurial skills that support their future career success. This document provides definitions and intended student outcomes for experiences within the Career Connected Learning Framework.



Note: This continuum describes experiences that take place primarily for students and youth in K-12 settings. Experiences in the grey box above (career skills training and education) primarily occur after high school and are not described in this continuum.

CAREER CONNECTED LEARNING EXPERIENCES

Career Awareness	Career Exploration	Career Preparation
1. Career Fairs	4. Career Preparation Workshops	10. Instructional Worksite Learning
2. Career Presentations (Panels and Speakers)	5. Networking Events	11. Cooperative Worksite Learning
3. Worksite Tours	6. Informational Interviews	12. Extended Learning
	7. Job Shadows	13. Internships (onsite)
	8. Work-Based Problems with Classroom Mentoring	14. Distance or Virtual Internships
	9. Career Connected Learning Embedded in General Ed Classes	15. Registered Youth Apprenticeship

CAREER AWARENESS EXPERIENCES

1. CAREER FAIRS

Definition	Student Outcomes
<p>Traditionally, industry experts set up a display and speak with those students who are interested in their information.</p> <p>In an ‘updated’ career fair (Career Fair 2.0), students engage in pre- and post-activities to prepare for the event and reflect on it after. In addition, a Career Fair 2.0 includes opportunities for students to do mock interviews, network, and have hands-on experiences that mirror the workplace. A Career Fair 2.0 may even take place in a workplace rather than a school auditorium.</p>	<ul style="list-style-type: none">• Students increase their awareness of, and explore a variety of (but not necessarily all), careers showcased at the fair• Students meet with employers and workers in businesses and fields participating in the career fair

2. CAREER PRESENTATIONS (PANELS AND SPEAKERS)

Definition	Student Outcomes
<p>Industry experts present, in person or virtually, information about their career, their typical work day, and the knowledge, skills, and attributes required to pursue and be successful in their work. Students have an opportunity to talk with and ask questions of the professionals.</p>	<ul style="list-style-type: none">• Students learn about specific skills needed to be successful in the industry and future educational opportunities.

3. WORKSITE TOURS

Definition	Student Outcomes
<p>Students visit worksites to explore a particular industry. Students usually spend time with a primary host and a variety of employees observing daily activities and asking questions about the organization and the work environment.</p>	<ul style="list-style-type: none">• Students learn about the nature of particular jobs, industries, and workplace.• Students experience what it is like to be on an actual worksite.

CAREER EXPLORATION EXPERIENCES

4. CAREER PREPARATION WORKSHOPS

Definition	Student Outcomes
<p>Students learn and practice specific skills to increase their social and professional capital and prepare them for interactions with professionals. These skills include: networking, elevator pitch, self-presentation, resume writing, and mock interviews.</p>	<ul style="list-style-type: none">• Students are able to effectively interact with professionals representing a variety of careers.• Students practice professional behavior and gain confidence communicating with professionals.

5. NETWORKING EVENTS

Definition	Student Outcomes
<p>Employees engage with students and school-based staff to share information about their industry, job, and associated career pathways. These events can occur at the school or business site. Students learn more about potential careers of interest. Students also practice professional behavior and gain confidence communicating with professionals.</p>	<ul style="list-style-type: none">• Students meet employees from businesses and may receive guidance on academic attainment or guidance on authentic projects.• Students are connected to a resource if interested in pursuing a similar occupation.• Students may gain a mentor.

6. INFORMATIONAL INTERVIEWS

Definition	Student Outcomes
Students interview experts about their work to obtain insights into the nature of jobs, career fields, and workplaces and to learn about associated career pathways. These may occur in the context of identifying a job shadow and/or internship, to support specific classroom-based learning, or as an end in themselves.	<ul style="list-style-type: none">• Students learn about the nature of particular jobs, industries, and workplaces and the associated career pathways.

7. JOB SHADOWS

Definition	Student Outcomes
Students follow an employee for one or more days to learn about an occupation or industry. These opportunities allow students to experience a day in the life of a employee and workplace. In some cases, they may be virtual. Job shadows may be connected to the learning in a class or project or part of an exploratory process toward establishing an internship.	<ul style="list-style-type: none">• Students identify technical and employability skills needed to be successful in the industry.• Students explore careers to better inform high school and beyond planning.

8. WORK-BASED PROBLEMS WITH CLASSROOM MENTORING

Definition	Student Outcomes
In the context of their classes, students engage in authentic, work-based problems using tools and approaches present in the field. Experts from the field “mentor” students and/or teachers through the problem and otherwise support instruction either in person or virtually. Electronic discussions supported by discussion boards amongst students, experts, and teachers may also be used.	<ul style="list-style-type: none">• Students realize the relevance of their education and apply knowledge in meaningful way.• Students explore career options and increase self-confidence.• Students acquire real workplace experience and employability skills.

9. CAREER CONNECTED LEARNING EMBEDDED IN GENERAL ED CLASSES

Definition	Student Outcomes
General education teachers (science, math and others) embed career and career pathway information into particular units of study through lessons and activities that highlight STEM careers.	<ul style="list-style-type: none">• Students learn about STEM careers and pathways as part of their general education classes.

CAREER PREPARATION EXPERIENCES

10. INSTRUCTIONAL WORKSITE LEARNING

Definition	Student Outcomes
Blended learning experience that occurs at a qualified worksite outside the classroom in fulfillment of a student's educational or career plan through the coordination of a worksite-learning certified teacher.	<ul style="list-style-type: none">• Students explore career options and increase self-confidence.• Students acquire real workplace experience and employability skills.

11. COOPERATIVE WORKSITE LEARNING

Definition	Student Outcomes
<p>Learning experience where students practice in the community the skills and knowledge learned in the classroom.</p> <p>An employer/employee relationship must exist if the work performed by the student results in a net increase in productivity or profitability for the business or organization.</p>	<ul style="list-style-type: none">• Students apply classroom and employability skills in an authentic workplace setting.• Students explore career pathways to determine post-secondary plans.

12. EXTENDED LEARNING

Definition	Student Outcomes
<p>Learning and teaching activities related to Career and Technical Education course or program competencies that occur beyond the scheduled school day and/or school year under the supervision of a certified CTE teacher.</p>	<ul style="list-style-type: none">• Students explore career options and increase self-confidence.• Students acquire real workplace experience and employability skills.

13. INTERNSHIPS (ONSITE)

Definition	Student Outcomes
<p>With some regularity and over some period of time students work under the supervision of a mentor in a workplace to engage with the content and context of the mentor's professional work. This typically occurs during out-of-school time.</p> <p>Note: Anything credit bearing falls under the WAC whether or not the experience is affiliated with CTE programs.</p>	<ul style="list-style-type: none">• Students experience what it is like to be in an industry/ business environment.• Students build their professional network.• Students receive feedback and instruction on soft and technical skills.

14. DISTANCE OR VIRTUAL INTERNSHIPS

Definition	Student Outcomes
<p>Highly structured, time-limited experience for high school students who are interested in exploring careers in situations where the worksite is not available due to safety issues, laws, company policy, or location relative to the student/school. Students work with professionals to deepen/extend their classroom learning.</p>	<ul style="list-style-type: none">• Students virtually experience a workplace that they otherwise would not be able to experience in person.• Students build their professional network.• Students receive feedback and instruction on soft and technical skills.

15. REGISTERED YOUTH APPRENTICESHIPS

Definition	Student Outcomes
<p>A Registered Youth Apprenticeship is a 2,000-hour program for high school juniors and seniors to develop career-ready skills in a specific industry (e.g. aerospace and advanced manufacturing). These apprenticeship programs combine paid on-the-job training with an employer and college-level classroom instruction which can lead to a high school diploma, journey-level card, and short-term college certificate.</p>	<ul style="list-style-type: none">• Students receive a nationally recognized Journey-Level Certificate confirming that they have been trained in all aspects of an occupation and have met the requirements for program completion.