

My potential programs



Length:
15-20 minutes

About this lesson

Students will use the research they've done on careers to help identify their top choices for programs.

Learning objectives

By the end of this lesson, students will

- identify their top choices for programs along with its potential benefits and challenges.

Inquiry prompts

- What kind of education programs interest me?

Before you begin

1. Create a Xello **Assignment**. This is where students will submit their reflections at the end of the activity.
2. Ensure that you are able to log into your student demo account in Xello.
3. Ensure that students are able to log into their accounts, can access **Explore Options**, and have saved at least three **Careers**.
4. Decide whether to share directions with your class via a slide deck and project for students to view, or on a whiteboard in the physical classroom.

Teaching strategies

- 1 Open your student demo account from your Xello educator dashboard and click on **Explore**.
- 2 Model clicking on a saved career and read through the **Education & Training** section as a class. Then review the list of **Related programs** on the career profile.
- 3 Direct students to **Explore Options** in their accounts. Students should now choose at least 2 of their own saved careers to focus on. For 2 saved careers, have students read the **Education & Training** section and review the list of **Related programs** on the career profile.
- 4 Have students access and read the program profiles and see if they can identify different education pathways for each career. Save 1 or 2 programs for each career (at least 3 total) that they think are a good fit.
- 5 Once students have finished saving their programs, have them reflect on the following question in the Xello **Assignment** for 1 saved program:
 - Will you be on the right path for a career you like once you finish your studies?
 - What are the benefits and challenges of the program?

Materials required

- Computers or tablets with Internet access
- Whiteboard and whiteboard markers (optional)

Artifacts

Students:

- save at least 3 **programs** in **Explore Options**
- reflect on one of their saved **programs** in a Xello **Assignment**