



Career Vision Board Virtual Lesson Plan (ages 11 – 18 years old)



High Level Overview

Preparation in advance of lesson:

- Each student should access and create profiles to save their work: www.scratch.mit.edu
- Each student should have knowledge (data) on their chosen career path to create their vision board. Students can use [this survey](#) from the CareerOneStop, suite of web products, sponsored by the U.S. Department of Labor Employment and Training Administration, to see what professions align with your interests.
- Bring these ideas the lesson.
- Optional – collect digital images for inclusion in board.

Students will do the following:

- Students will learn about their potential career path.
- Students will follow “[Animate Your Name](#)” tutorial in Scratch.
- Students will learn the basics of the “costume” function in Scratch.
- Students will create a simple digital vision board based on their chosen career.

Overview

Ages 11 - 18 years old – this is a high-level overview/outline that will require adjusting to the unique needs of your students.

Session 1 – Volunteer Instructor Led
Creating your digital career vision

45 minutes

Welcome and introduction

5 min

High level overview of SCRATCH platform

5 min

Step 1: Use the [Animate Your Name](#) tutorial as the starting point for vision board creation. Here students can name their board by profession or by using their name, etc.

10 min

Step 2: Choose a sprite to add a character or item for your profession.

20 min

Step 3: Customize your background to your career.

Step 4: Guide students in using the costumes and sounds tabs to animate their vision boards.

Step 5: Encourage students to get creative using the drag and drop code language (ex. If the career choice is basketball, students can turn their board into a game that they code).

Provide time for students who would like a chance to showcase their work.

5 min

Additional information for this lesson can be found in the [STEM@CGI at Home Activity Pack](#).