Following participation in the program, students will be able to:

- Develop the personal-branding and job-hunting skills needed to earn a job.
- Research potential careers.
- Create a basic resume.
- Recognize appropriate behavior for an interview.
- Differentiate between soft and technical skills.

Session Titles and Summaries:

**Session One: My Brand**
Students learn that they have their own personal brand and that the brand they build today will reflect on them in the future. They examine well-known logos to learn how individuals and companies create their brands and build their reputations. They assess their personal characteristics to define their own brands and then develop logos to represent themselves.

**Session Two: Career Paths and Clusters**
Students are introduced to the 16 career clusters and the pathways through them. They take a career interest survey and learn about potential jobs within their preferred clusters. They share job information with other members of the class and discuss the importance of all jobs within a community.

**Session Three: High-Growth Careers**
Students learn about the importance of being aware of which fields are growing and which are declining when making decisions about their own careers. They play a game that introduces information about high-growth occupations.

**Session Four: Career Mapping**
Students see how early experiences can build transferable skills that contribute to future job success. They look at the lives of celebrities, focusing on the life experiences that led to their success. They learn about career maps by examining a sample and then create their own.

**Session Five: On the Hunt**
Students are introduced to the basics of looking, applying, and interviewing for a job. They play a game in which they must identify two truths and a myth about the job search process. They learn the fundamentals of creating a resume and engage in a simulation in which they identify appropriate skills for various jobs and decide on where to highlight those skills on a resume.

**Session Six: Soft Skills**
Students learn about the differences between technical and soft skills and why both are essential for getting and keeping a job. Students also complete a soft skills self-evaluation to determine which skills they already have and which they can work toward gaining. Finally, they role-play situations that require strong soft skills.
Join Junior Achievement’s national network of more than 237,000 volunteers and help students in your community connect the dots between what they learn in school and the “business of life”—work readiness, entrepreneurship, and financial literacy.

**JA’s Turnkey Volunteer Solution:**

**Personalized Placement**
JA works with you to ensure you teach at the location and grade level of your choice.

**Comprehensive Training**
JA staff provides training so you are comfortable visiting the classroom. Training also will be available in the Learning Platform so you are familiar with the program. Training topics include working with students and the classroom teacher, and understanding and facilitating the JA program.

**Flexible Time Commitment through Blended Learning**
The time commitment is flexible to maximize the impact you make. Middle school classes include six 45-minute sessions.

JA provides you with online access to the volunteer, teacher, and student materials you’ll need to fit your schedule.

**JA Staff Follow-Up and Support**
JA staff is available to answer your questions or make suggestions about your volunteer assignment.

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**Interactive digital tools**

**Engaging interface and blended-learning opportunities**

**Volunteer resources, including overview videos and a Guide for Volunteers and Teachers with instructions and talking points**

**Multi-media content**

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**EMERSON**
Sponsor of the Career Mapping Session