



VOLUNTEER INSTRUCTIONS

The Trades Activity

Setup:

- The students' desks should be arranged into three groups. As students enter the classroom, help arrange equal numbers of students in each group.
- Hang the community poster in front of the room using magnets or tape.
- Place the Eggspert on a desk/table at the front of the room. Keep the student buttons up front.

Goal: Students will be able to:

- Define skilled trade jobs
- Define high-growth careers
- Gain an understanding of the importance of skilled trade jobs in daily life
- Understand the different types of education required for trade careers

***When text is in red, please read it to the students exactly as written.**

Introduce yourself and briefly share your career/education background.

Intro to Activity: (8-10 minutes)

Today we will be learning about skilled trade jobs and why they are important to our community. Use the flashcards to define:

- **Skills** –the ability to do something well; expertise. (These are technical skills.)
 - Ask for examples. Possible answers: math, playing a musical instrument, writing, soccer, dance
- **Trade Jobs** – Careers that require specific education/training less than a four-year bachelor's degree. Types of "specific education/training" are beyond a high school diploma and include:
 - a two-year associate degree
 - an apprenticeship (on the job training)
 - a certification (a level of achievement obtained by classroom learning/testing)
 - **Ask students if they can think of examples of trades jobs.**

- **High-Growth Careers** – Careers that have more jobs than qualified employees.
 - The government researches jobs that show strong growth potential in the next few years
 - Ask students, “**Why is it important to know which careers are high-growth?**”
 - This information helps schools, colleges, and young people prepare for career opportunities in professions where there is a need for certain skills.
 - It’s important for young people to focus on skills that are in demand.

Activity – Who Do You Call? (15-20 minutes)

This is a Family-Feud style game with the following supplies:

- Community Poster (hung in front of the room)
- Buzzer System (1 wireless game, 3 student answer buttons, 1 teacher remote)
- 3 baggies of Tradespeople (three sets, all the same, but different color text and drawing)
- Who Do You Call? Question and Answer Sheet (in volunteer instruction manual)

Tell students that the object of the game is to get as many of their team’s tradespeople onto the poster as possible by correctly answering questions.

Instructions:

- Pass out the tradespeople; each group gets a set with different color text.
Give students **3 minutes** to spread them out, look over and discuss the occupations on them. **Ask what questions they have about any of the occupations. (They should ask questions – HVAC, paralegal, respiratory therapist, and possible others!)**
- Give each group the student buzzer button that matches the text color of the tradespeople; it should be placed in the middle of the group so that anyone can reach it.
 - Turn the wireless game on **BEFORE** you turn on the remote.
 - **Follow the directions on the *remote instructions* to get the game ready.**
 - **Always hit the blue reset button on the side of the remote each time a student pushes their button. This clears the system for the next round.**
- Ask the first question from the laminated “Who Do You Call?” question and answer sheet.
- Students must wait until the question is read **in its entirety** before pressing their buzzer.
- The first student to press the buzzer gets the opportunity to answer the question; they may check with group members for help/confirmation, but they only have 5 seconds to answer and get 1 guess. They don’t have to actually locate the tradesperson card before answering.
 - If the answer is correct:
 - The student will then find the matching tradesperson and place it anywhere on the poster.
 - If the answer is incorrect:
 - Hit the blue reset button; then ask the question again to the 2 remaining groups.

*Note: It is not necessary for the students to use the exact terminology. For example, “mechanic” may be used instead of “auto technician”, etc.

- **Read each fun fact to the students as the playing piece is added to the poster.**
- Play continues until all questions (or as many as time allows) have been read and the corresponding tradespeople have been added to the poster.
- You must hit the blue reset button on the side of the remote BEFORE you ask the next question. Otherwise, the system stops working. If this happens, turn the game and remote off and then turn them on again following the instructions on the remote card.
 - If you continue to have trouble, call us.
- Calculate the score by counting the number of tradespeople each team has on the poster (different text colors). The highest number is the winner.
- At the end of the game, all 18 tradespeople should be back in the baggies (sorted by text color) and placed up front by the game along with the student buzzer buttons.
 - **Don't forget to collect the tradespeople hanging on the poster.**

RECAP/TALKING POINTS (as time permits):

- **What is one benefit of learning a skilled trade?**

Possible answers:

- Students can start their education/training as early as high school. That allows them to start making money earlier.
- Less educational debt.
- Many trade careers are high-growth and high-demand.
- Many careers do not require workers to be in an office and are great for those that love the outdoors or do not want to sit at a desk.

- **What surprised you the most about skilled jobs?**

Possible answers:

- The various educational requirements.
- The pay of many jobs.
- The number of skilled workers that are needed in our community and homes.