

5th Grade Career Development
Activity #11: Information Technology Careers
Estimated time: 30-45 minutes

National Career Development Guidelines Indicators

ED1 - Attain educational achievement and performance levels needed to reach your personal and career goals

- ED1.K7 - Recognize that your educational achievement and performance can lead to many workplace options
- ED1.K8 - Recognize that the ability to acquire and use information contributes to educational achievement and performance

ED2 - Participate in ongoing, lifelong learning experiences to enhance your ability to function effectively in a diverse and changing economy

- ED2.K3 - Recognize the importance of being an independent learner and taking responsibility for your learning

CM3 - Use accurate, current, and unbiased career information during career planning and management

- CM3.K2 - Recognize that career information includes occupational, education and training, employment, and economic information and that there is a range of career information resources available
- CM3.K4 - Identify several ways to classify occupations

CM4 - Master academic, occupational, and general employability skills in order to obtain, create, maintain, and/or advance your employment

- CM4.K4 - Recognize that many skills are transferable from one occupation to another

Goal:

Students will investigate careers in the **Information Technology** Career Cluster.

Objectives:

- Understand that a career cluster is a grouping of occupations based on commonalities
- Recognize that the **Information Technology** Career Cluster includes careers related to the design, development, support and management of hardware, software, multimedia, and systems integration services.
- Investigate careers in the **Information Technology** Career Cluster

Materials:

- 5th Grade Career Development Activity #11- **Information Technology Careers: Video Game Designers** handout
- Writing materials

Activity:

1. “Today we’re going to learn about occupations in the **Information Technology** Career Cluster. Does everyone remember what a Career Cluster is? **A career cluster is a grouping of occupations based on things they have in common.** Today we’re going to focus on the Information Technology Career Cluster.”
2. “The **Information Technology** Career Cluster includes careers related to the design, development, support and management of hardware, software, multimedia, and systems integration services. *Write this on the board.* “Did you know that people who create video games work in this career cluster? These people are called Video Game Designers. Can you list things about video games that you like?” *Write the responses on the board.*
3. “Video Game Designers design core features of video games. They specify innovative game and role-play mechanics, story lines, and character biographies. They also create and maintain design documentation, and guide and collaborate with production staff to produce the games as designed.”
4. For today, let’s pretend we are Video Game Designers.” *Distribute the **Information Technology Careers: Video Game Designers** handout. Explain the directions and answer any questions about the handout. Ensure students understand the directions. Allow time for students to complete the assignment. Walk around the room and offer assistance to students.*
5. *Once students have completed the handout, have them share their handouts.*

Evaluation:

Students will be evaluated on their participation and on their handouts..

Handout #1

Information Technology Careers: Video Game Designers
5th Grade Career Development: Activity #11

Directions: You are a Video Game Designer. Your supervisor wants you to develop a new game based on "whatever the kids like". Choose something you like and develop a video game about it.

What will your video game be about?

List four things you need to include in your video game to make sure that everyone likes it.

What skills do you, the Video Game Designer, need to have in order to create a successful game?

Now that you have an idea for your video game, on the back of this page, sketch the cover picture that will go on the box of your video game. Include the name.