 Lesson Plan Template

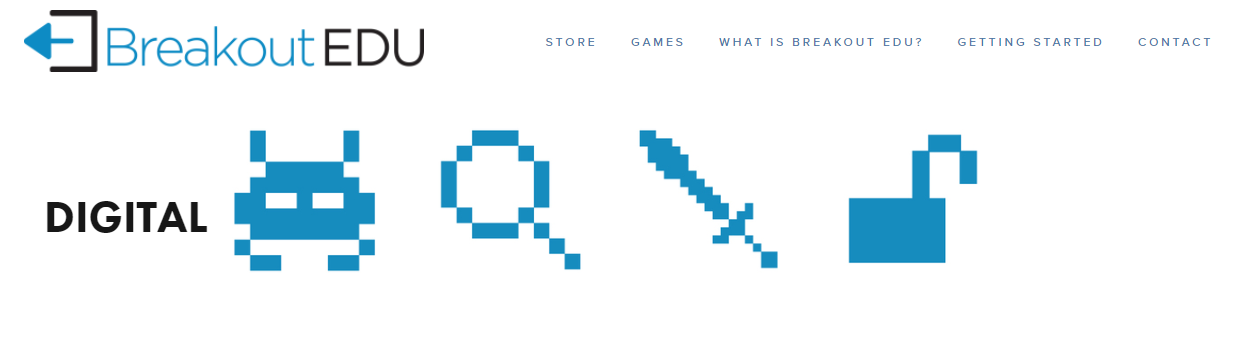
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| **Teacher**    Mrs. V. Lewis | **Subject**  Career Education | | **Grade**  9 | **Activity**  BreakoutEDU Challenges | **Duration**  1 class period |
| **Big Ideas/Key Questions** Who Am I? What are my strengths/skills? What do I know about the world of work?  What can I do now to prepare for my future? | | | | | |
| **Goals**  This activity was created to help students explore various outcomes related to the following Career Education Goals:   * All students will develop career management competencies through an exploration of personal change and growth. * All students will explore the connection between learning and work pathways and their connections to community. * All students will engage in inquiry to construct a personal life and work plan. | | | | | |
| **Outcome(s)**  This activity was created to help you explore the following Career Education Outcomes: CC9.1 Utilize career information to construct an organized plan of career building which reflects an attitude and expectation of lifelong learning.  LW9.1 Assess one’s own abilities to seek, obtain, and/or create work through researching successful strategies and applying them to one’s own life.  LW9.2 Use acquired knowledge to create a plan for life and work based on one’s preferred future. | | | | | |
| **Assessment Strategy**   * Pre-Assessment * Formative Assessment * Summative Assessment * General Feedback (not included in  Final Grade) | | As the educator, you can decide if/how this BreakoutEDU experience will be assessed. | | | |
| **Instructional Strategies/Activities**  Choose from various BreakoutEDU Challenges to support students with life/career explorations as they explore curriculum outcomes.  I have done a number of the lockbox challenges with staff/students in the past. They are awesome and really help participants learn many transferable and 21st Century Skills. They make excellent leadership, ice/breaker, etc. activities while engaging in critical thinking, collaboration, communication, creativity, etc. These activities help student develop persistence, determination, grit, perseverance, etc.  The only drawback to the lockbox challenges is they take a lot of time to set-up and prepare as one must print materials, code locks, hide hints, etc. As such, I have chosen an online BreakoutEDU game for this lesson. Students will engage in a similar experience but not as much set-up is required. I understand a ‘lock’ app was recently created so if you want to play the traditional ‘lock’ game, but don’t have all the supplies, you can create the codes using the BreakoutEDU lock app. <https://itunes.apple.com/ca/app/locks-by-breakout-edu/id1101566603?mt=8> | | | | | |
| **Materials/Resources** Various materials needed depending on the challenge. Visit BreakoutEDU for online and lockbox challenges. You can register for a code or obtain the Division password.  For the …..Challenge, the following is required:   * Internet connectivity * At least one laptop per group of students * Access to website | | | | | |

**Notes/Reflections following the experience:**

**BreakoutEDU Challenges  
  
BreakoutEDU Challenges for Students**

Bring learning to life with [BreakoutEDU](https://www.breakoutedu.com/about) Challenges. Many challenges here with all the directions, hints, etc. but you will need to buy or create your own lockboxes. Games Link: <https://www.breakoutedugames.com/> <https://www.breakoutedugames.com/startergames/>

Due to some rules/regulations of the BreakoutEDU site, I will not post details here but all the info you could possibly need for each challenge can be found at [BreakoutEDU Digital](https://www.breakoutedu.com/digital/). These games can be performed online but there are no hints available. You must demonstrate grit! There are Grade-level appropriate challenges for students that basically only require internet connectivity, a laptop or electronic device per group, etc. See the information for what levels apply to which grade levels.



[BreakoutEDU Blog](https://www.breakoutedu.com/blog/) for more info.

**Reflections and Connections to the World Of Work**As extension and/or reflection activities to the BreakoutEDU Challenge, you may want to have student engage in some reflective activities such as:

* What 21st Century skills did you/your team use to complete the STEAM Challenge? Why are these skills important in the workplace?
* Did you come across some challenges in solving the challenge? If so, describe the challenges and how you worked towards solutions individually, as a team, etc.?
* What are benefits/challenges of working by yourself? As a team?
* Explain how grit/perseverance, etc. are positive workplace skills.