

The Amazing Race to a Career Space

The Amazing Race Board Game Challenge

A wise person once said, "If you do not set any goals, you'll never know when you've accomplished them." Goal setting is a critical element when it comes to success in your academic, personal, and professional life. At times, obtaining your goals may seem like a game: at times you prevail, at other times, you may need to reconsider steps to achieve your goal; and, at yet other times, you may fail. Working in career-field groups, you will create a board game in which the object of the game is for the players to join in the amazing race to prepare academically, personally, and professionally for the career field. You advance in this game by utilizing resources available to you (peers, skills, resources, character traits, attitudes, talents, education, and adult mentors). You advance by knowledge of how to be successful, or you are held back by any obstacles or barriers you may encounter during your race (peers, study skills, grade and GPA expectations, postsecondary education expectations, character, attitude, motivation, interests, decision making, career field expectations, testing, giving to and using feedback from others, and planning).

"The Amazing Race to Your Career Space" is a board game simulating the journey or transition from ninth grade to reaching your goal to prepare for the career field and postsecondary education that will help you prepare for your future.

Sample Game Cards

You used distributed practice to prepare for the test. You studied for short periods of time everyday leading up to the test so that you stored and recalled the information for a long period of time. **Congratulations!**

Move ahead 2 spaces.

You used massed practice, studying the night before and getting only two hours of sleep. You remembered some of the information for the test and then forgot it.

Go to the study skills class and Back 2 spaces.

Sample Game Cards

You have just completed your ACT.

Move ahead 2 spaces

You went to a party last night, which caused you to oversleep and miss your ACT.

Go back to start.

Criteria for Success

The game must include a SMART (Specific, Measurable, Attainable, Realistic, and Timely) academic, personal, or professional goal defined as one of the career fields.

Obtaining this goal is the object of the game. The game must include a minimum of 25 resource cards used for advancement and 25 obstacle or barrier cards that can detour or cause a player to go off track. The cards must address specific study and learning skills; academic achievement required in high school and postsecondary educa-

tion; what steps are needed to be successful in the career field; what prerequisites, character traits, and assets are expected; and which courses will position you for this career field.

Your board game, "The Amazing Race to Your Career Space," should be colorful and creative, and include a set of rules to reach the designated career-field goal. Everyone in the class will play and learn from the game your team creates.

See the sample game cards—Obstacles and Advances

Create your own Career Program of Study

Reflect on what you have learned while designing your game and playing the "The Amazing Race to Your Career Space" games and what you know about yourself from your OCIS or Kuder assessments. After playing all the games

about all the career fields, you will create your own Program of Study reflected in the results of your career assessments and your information from the game. A Program of Study defines key components of program curriculum and instruction, and is based on appropriate content standards. To achieve your Program of Study,

you will ask the following question: "Which of my interest, talents, and skills match which career fields?" Use the Practical Problem REASON Sheet to consider the possibilities and likely outcomes of the resulting possibilities. Attach a well-considered REASON Sheet to the Program of Study.