



Easterseals of the Birmingham Area

Transition Class: Virtual Career Exploration 1.0

Materials Needed –

- Tablet computers – One per student
- Virtual Reality (VR) headsets equipped with Career Exploration Software
- Screen for the display of VR video content.
- For this class, students will require adequate physical space to use the VR technology without the possibility of running into furniture or other students.

Class Description

Many students are already familiar with using virtual reality technology for entertainment purposes. This class is intended to utilize that same technology to increase student awareness of available career paths and job opportunities following high school. The VR headsets used in the class will allow students to get the sense of actually performing the tasks required in a variety of jobs. Students will choose from a list of careers to experience individually via the headsets. Instructors will also discuss job qualifications and the education required for those fields.

This class will require **6 units/class meetings** and should be taught in small groups, in order to maximize student time using technology.

Summary of Included Lessons

1. Class #1 – Class Introduction and Career Interest Inventories

Using the Class #1 handout, **Welcome to Virtual Career Exploration**, the instructor will lead students through an explanation of the purpose of the class, the technology that will be utilized, and the class expectations.

Student skills and strengths will be discussed via a brief inventory.

Students will complete either an ONET or Virtual Job Shadow Career Interest Inventory. Students will use Easterseals' tablets to access all of the above handouts, but they will also be emailed to the teachers/VRCs.

A dedicated Easterseals Virtual Career Exploration app will be added to the desktop of each tablet. Students will access all course content through this app.

Classes #2-5

These classes will begin with instructors leading a short discussion of one of the career clusters available to students for simulation.

- **Class 2** – *KWL Explanation and Manufacturing*
- **Class 3** – *Public Safety and Automotive*
- **Class 4** – *Hospitality/Tourism and Warehousing/Storage*
- **Class 5** – *Skilled Trades*

On their tablets, students will access the **Daily Discussion** notes, and follow along as instructors provide the necessary background for one or two of the job clusters.

Students will be oriented to the headsets and how to use the included software. Once that process is complete, each student will be able to experience the first of his/her chosen career options via the VR headset. They will choose from a list of available simulations, and then complete the first portion of the **K-W-L Chart** for that simulation. After the student completes a simulation (average time is 10 minutes), they are to complete the final section of the **K-W-L Chart**.

Then if time allows, they will choose a different simulation. Students may be able to complete up to four separate simulations each meeting, documenting their work along the way.

At the end of each class, students should make sure they submit their work on the tablet. Each **K-W-L Chart** has a **SUBMIT** button at the end. This will automatically send the form to Easterseals for forwarding to teachers/VRCs.

Class #6

Students will complete a **Career Action Plan**, which will be emailed to them, and to teachers/VRCs. This action plan will guide their research in the days following the class. Students will be awarded a certificate of completion for their participation!

Students will have one final day to use the simulators in Class 6. If there is time, students may complete 1-2 simulations. Instructors will then lead a discussion to wrap up student experiences, and students will answer reflection questions about what they learned.