

Original Deck

Games & Activities / Job Cards

(recommended ages 7 and up)





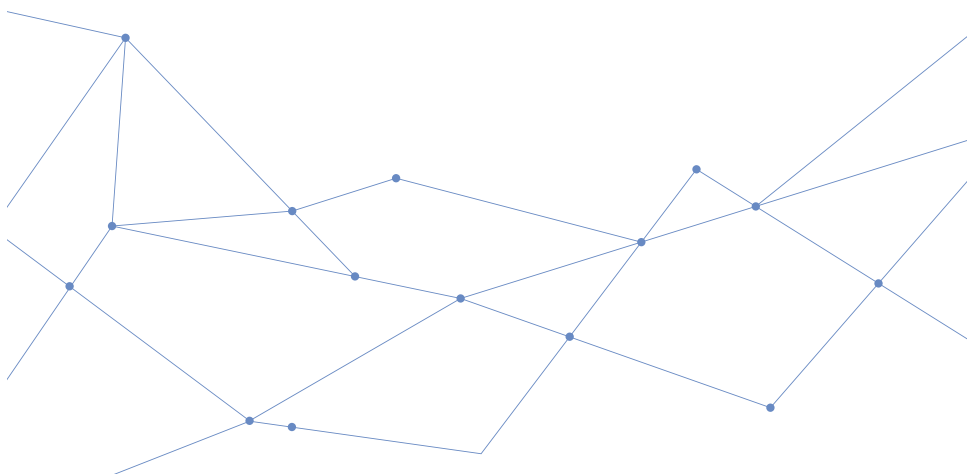
Games and Activities

Original Deck

Job Cards

(recommended ages 7 and up)

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Hey, hey! A and E! (You Look So Good to Me!)



(ages 7 and up)

(A Variation of the Card Game Slap Jack or Irish Snap)

Number of Players: 2-4

How to Play:

Note: In this game, the face of the card is the side with the career name at the top. Shuffle the Job cards so that the career names are facing down. Deal all of the cards so that each player gets roughly the same number of cards. Everyone places their pile with the career facing down in front of them. Going around the table clockwise, each player places the top card of their pile face in the center of the table, making a face-up pile.

Pay close attention to the RIASEC codes. The a is green and the e is orange. When a card is played with both the a/e colored, the first person to slap it wins the center pile and adds these cards face down to the bottom of their own pile. Play continues starting with the player to the left of the one who won the cards.

When playing a card you must not peek at it in advance and you must turn it over so that everyone sees it at the same time. If all the players slap, the person whose hand is underneath the other hands on top of the card is the winner of the cards.

If a player slaps a card that is not an a/e card, the player who slapped has to give the top card of their own pile face down to the person who played the card that they mistakenly slapped. That person adds it to the bottom of their own pile.

If a player runs out of cards and can no longer play a card, that player is NOT out of the game. The player who is out of cards continues to watch the game. If she/he slaps an a/e card, she/he is back in the game. If a player has no cards and slaps a card that is not an a/e card, then that player is out of the game.

Continue until you've played all of the cards in front of you. Then shuffle up the cards you've captured and continue to play.

The winner of the game is the person who gets the entire deck of Job cards.

Variations:

- Play the game with a time limit. If no one collects all the cards before the time runs out, then the person with the most cards wins.
- Choose another code or color combination instead of A and E.
Example: r/a, e/c, i/r

Reading War



(ages 9 and up)

(Variation of the card game War)

Number of Players: 2

How to Play:

Note: This game requires the players to pay attention to the Lexile Reading Score on the front of the card. Shuffle the Job cards and deal the cards with the career name face down. Players should place their cards face down in their hands. Both players pull one card from the deck in their hand and put it face up on the table at the same time. The person with the higher Lexile Reading Score wins both cards. The person who wins the round takes both cards and puts them at the bottom of their stack.

A “war” occurs when the two players play a card with the same Lexile Reading Score. Each player then deals three cards face down and a face-up card. The player who plays the card with the higher Lexile Reading Score takes all the cards from the war and places them on the bottom of his/her pile.

If by chance the cards at the top of the “war” happen to have the same Lexile Reading Score, another “war” is played. This continues until the card played has a higher Lexile Reading Score.

The player who accumulates all the Job cards wins the game.

Variations:

- Reading War can be played with more than 2 players. The only time there is a war is between the two players who play the same Lexile Reading Score. The winner keeps all the cards from the hand.
- Players may also play with other numbers found on the cards, such as the Projected Growth number or the hourly or annual salaries.

Career Head's Up

(ages 11 and up)

Number of Players: 4-6



How to Play:

Shuffle the cards and place them face down (career facing down) on a table in the center of the group. Set a timer for one minute. A player picks a card without looking at it and places it on their forehead so the group can see it. The other players will give clues about the career that is on the card without using the name of the career. Players giving clues may read them from the card or they may add their own descriptions. For instance, if the career is Magazine Writer, the clues could be a description of the job, the education level, Lexile Reading Score, or Projected Growth.

Each time a player guesses the career correctly within a minute, they earn a point. The game continues until all the players have gone multiple times.

Suggestion:

- Review all the jobs cards before play begins.

Without a Doubt

(ages 11 and up)

Number of Players: 3 or more

How to Play:

Deal the Job cards out evenly. If there are remainders, place them face down (career side down) in the center of the table as the beginning of the discard pile.

The Projected Growth number on the Job cards will be used for this game. Play begins with the player to the left of the dealer. He/She places the -2% in his hand face down on the discard pile and announces this to the other players by saying, "I have one 2% card." If the player does not have a -2% card, or if the player wishes to get rid of more than one card, he/she may bluff and play a card that doesn't have -2% on it, and say, "I have two -2% cards."

The next player plays 1%, the next player plays 4%, then 8%, 13%, and, finally, 14%. If a player doesn't believe an announcement, he/she may call out, "I doubt it!" The person who played the cards must turn them over and show the challenger whether he/she is bluffing or not. A player who is caught bluffing must pick up the entire discard pile and add it to his/her hand. If the challenged player is not bluffing, then the challenger must pick up the discard pile. When the ranking of the cards reaches 14%, it then goes back to -2% and the numbers start again.

The first player to get rid of all his/her cards wins.

Rise and Salute

(ages 7 and up)

(Variation of the game Salute the King)

Number of Players: 4 to 8

How to Play:

Notice the letters r-i-a-s-e-c in the middle of the cards. Shuffle the Job cards. Deal all the cards face down (r-i-a-s-e-c facing down). All players should have the same number of cards, but it's okay if they don't.

A designated dealer will be in charge of giving back the cards from the middle of the table to the losing player in each round.

Every player must one by one turn over the top card on their pile without looking at it first and place it in the middle of the table. As soon as the first person reveals a card with the **r** in r-i-a-s-e-c highlighted, everyone in the group must rise. The last person to rise has lost the round. The designated dealer gives that person the cards that have been played so far from the table.

Play continues with the player next to the person who played the **r**. When the **i** is played, everyone points to their eye. The last person to point to their eye, loses the round and gets the cards played during that round.

Play continues with the player next to the person who played the **i**. When the card with the **a** highlighted is played, everyone applauds. The last person to applaud, loses the round and gets the cards played during that round.

See how this is going? These are the actions by the players for each letter played:

R-rise	I - point to the eye	A - applaud
S - salute	E - put your hand behind your ear like you're trying to hear	R-rise

It is important to not stop play every time the cards are passed to the person who lost the round in order to keep the play moving quickly. As soon as the loser gets the pile of cards that are in the middle, the game must continue without a pause.

Because the game is fast paced, players may pay attention to other players instead of the cards. If someone gets confused and gives the wrong gesture, several people may copy what they do. The winner of the game is the one who gets rid of all their cards.

Sum it Up!

(ages 7 and up)

Number of Players: 2

How to Play:

Decide which player goes first by each drawing a career card. The player with the highest salary goes first. Player 1 uses their career card to tell up to 5 details about this career. Player 2 keeps track of Player 1's score (0-5 points) by using the scoring hand below. Switch roles after each card. The first player to 20 is the winner.

Can you describe these 5 key elements?

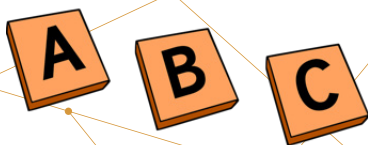
1. What is the job title and brief description?
2. Which interest codes are connected to this job? RIASEC
3. What education level is required?
4. What knowledge and skills do you need?
5. Why is this job important?



ABC Order

(ages 7 and up)

Number of Players: Any



This is a learning activity and not a card game.

Put all the cards in alphabetical order by career name. Depending on the age or ability of the student, teachers may adjust the number of cards used.

Career Suffixes

(ages 9 and up)

Number of Players: Any

-er and -or are suffixes which are added to nouns to designate a person's occupation or labor

-ist and -yst are suffixes that often refer to a person who practices something

-ian is a suffix that turns nouns into adjectives. -ian means belonging to

-ant and -ent are suffixes that mean serving in the capacity of

Look through the RIASEC card careers. Organize them into the following categories:

Suffixes -er, -or	Suffixes -ist, -yst	Suffix -ian	Suffixes -ant, -ent	Oddballs
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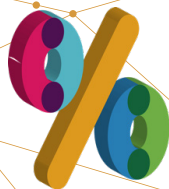
Variation:

Once the cards have been organized by suffixes, have students place them in alphabetical order.

Percentages

(ages 11 and up)

Number of Players: Any



Teachers can use these cards to help a student learn percentages. There are 54 cards. A teacher can ask students various questions about the information on the cards so that a student will need to figure out the percentages.

For instance:

How many careers require both Speaking and Listening as job skills?

39 out of 54 = 72%

Discuss what is meant by "active" listening and why these careers might require the skills of speaking and active listening.

How many careers require knowledge of the English Language?

47 out of 54 = 87%

Discuss why some careers might not require knowledge of the English Language.

How many careers require knowledge of Spreadsheet Software?

11 out of 54 = 20%

A teacher may change the number of cards so that the total number isn't always 54.

Odd or Even

(ages 7 and up)

Number of Players: Any



Using the Job cards, look at the Median Wage data on the back of the card. Determine if the hourly and annual wages are odd or even. Organize the cards into two different piles.

Cards with Both Hourly and Annual Wages Being Even Amounts	Cards with Wages That Have an Odd and Even Amount
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O-Net Exploration



(ages 11 and up)

Number of Players: Any

Visit the O-NET Online website. <https://www.onetonline.org/>

To begin, type Musician in the Occupation Quick Search in the upper right corner of the webpage.

On this page you'll see a list of careers related to music.

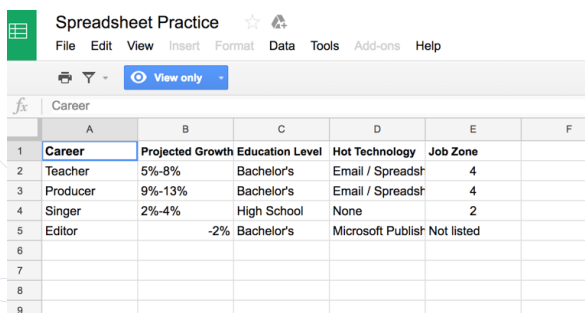
List three careers that have Bright Outlooks

- 1.
- 2.
- 3.

Notice the career Reporters and Correspondents has a green leaf beside it. Click on the word Green. What does it mean when an occupation has the word Green next to it? (Do not cut and paste. Read and write what it means in your own words.

Many of the careers on the Job cards indicate that Spreadsheet Software is required under Tools & Technology. Using the O-NET website, students may build spreadsheets in order to gain some practice.

Example:

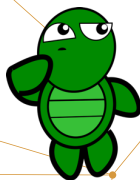


	A	B	C	D	E	F
1	Career	Projected Growth	Education Level	Hot Technology	Job Zone	
2	Teacher	5%-8%	Bachelor's	Email / Spreadsh	4	
3	Producer	9%-13%	Bachelor's	Email / Spreadsh	4	
4	Singer	2%-4%	High School	None	2	
5	Editor	-2%	Bachelor's	Microsoft Publish	Not listed	
6						
7						
8						
9						

Job Card Word Problems

(ages 11 and up)

Number of Players: Any



Word problems can be made from the data on the Job cards. A teacher may word the problems based on the concept being taught. Also, a teacher may give the Job cards to the students and have them make up their own problems from the data on the cards.

Here are some examples:

Look at the Job card for a computer programmer.

A. Luis is a computer programmer in Los Angeles, California. He arrives to his office at 8:00 AM and leaves at 5:00 PM. Luis has lunch with his co-workers between 12:00 and 1:00. According to the Job card, a computer programmer earns \$38.24 hourly. How much does Luis earn per day?

Students will need to determine the number of hours Luis works, deducting his lunchtime, which is 8 hours. Then multiply his salary X 8 hours.

$$38.24 \times 8 = \$305.92$$

B. Luis works Monday - Friday. How much does he earn per week?

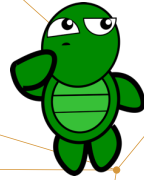
Students will determine that if Luis earns \$305.92 per day, he will need to either add that amount five times, or multiply that amount by five.

$$305.92 \times 5 = \$1,529.60$$

C. How much does Luis earn monthly, if there are four weeks in a month.

Student will need to multiply 1,529.60 x 4, or add 1,529.60 four times.

$$1,529.60 \times 4 = \$6,118.40$$



D. Los Angeles is an expensive place to live. Luis has the following expenses per month:

Federal/ State / Local Taxes and Social Security = \$2,569.00

Rent = \$1950.00

Utilities = \$215.00

Cell Phone = \$118.00

Food = \$289.00

Medical Insurance = \$380.00

Car Payment = \$299.00

Car Insurance = \$127.00

Does Luis earn enough money to pay his monthly expenses without getting a second job?

Student will add the expenses (\$5,947.00) and subtract that total from Luis's monthly salary.

$$6,118.40 - 5,947.00 = \$171.40$$

What is your opinion about this? Does Luis earn enough money with his job as a computer programmer? What are some concerns Luis might have? (Consider saving money, car repairs, going out with friends, dating, clothing, gas, and other expenses that are not listed.)

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***"Career development is a human process."
Ed Hidalgo - Director of the World of Work***

Materials co-created by humans for humans.

Thank you to the following individuals or organizations for their contributions.

