

# Pictorial Deck

*Games & Activities / Job Cards*

(recommended ages 4 and up)





*Special thanks to Educators Cooperative, Inc. and  
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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.



# Games and Activities

## ***Pictorial Deck Job Cards***

*(recommended ages 4 and up)*

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# Compare and Contrast It!

*Number of Players: Even number of players*

## How to Play:

Step 1: Choose a partner.

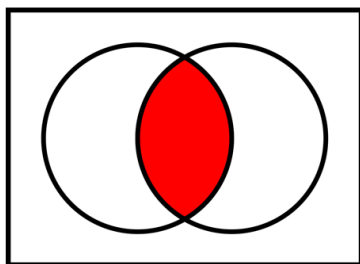
Step 2: Choose two job cards.

Step 3: Review the job card.

Step 4: Find the following information on the job card.  
(create your own chart)

	<b>Interests:</b> RIASEC codes	<b>Education:</b> Level	<b>Work Context</b>	<b>Skills</b>
Job Card 1				
Job Card 2				

Step 5: Talk to your partner about the similarities or differences.



# Race to 6!

(A variation of the card game, "Authors")

Number of Players: 4-6

Goal: Get a job card from each RIASEC color/code. Total number: 6

## How to Play:

- Dealer gives each player 6 cards with the career title face down.
- Dealer places the rest of the deck in the middle of the table.
- Players put their cards in their hand in color order.  
Red, Blue, Green, Purple, Orange, Yellow
- Player 1 draws a card from the pile in the middle of the table.
- Player 1 then chooses another player to ask for a card that they need.

## Example:

Do you have a job card for realistic?

Do you have a job card with a red title?

Do you have a job card for investigative or blue?

Do you have a job card for \_\_\_\_\_?

Do you have a job card that is \_\_\_\_\_?

- If the player asked, has that code or color, they hand it over to Player 1.

## Continue playing in clockwise order.

Once a player has 6 cards representing all 6 RIASEC codes/colors they will lay their cards down in front of them and call out "Race to 6".

Winner must have a card representing all 6 RIASEC colors/codes.



1. Realistic (r)	2. Investigative (i)	3. Artistic (a)
4. Social (s)	5. Enterprising (e)	6. Conventional (c)

# Career Scattergories

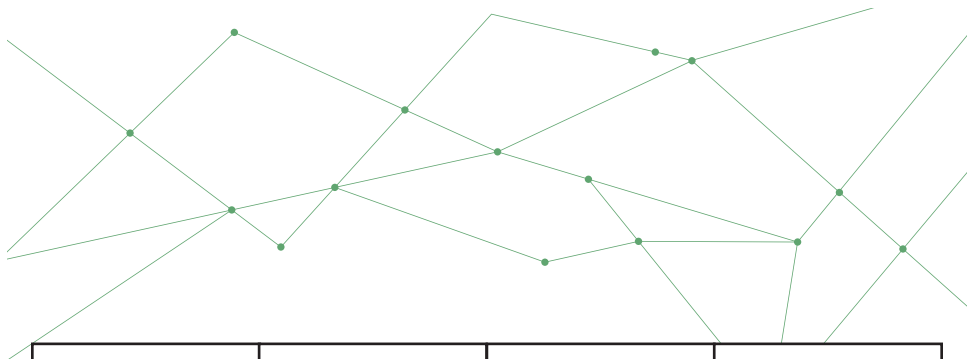
*Number of Players: Any*

## How to Play:

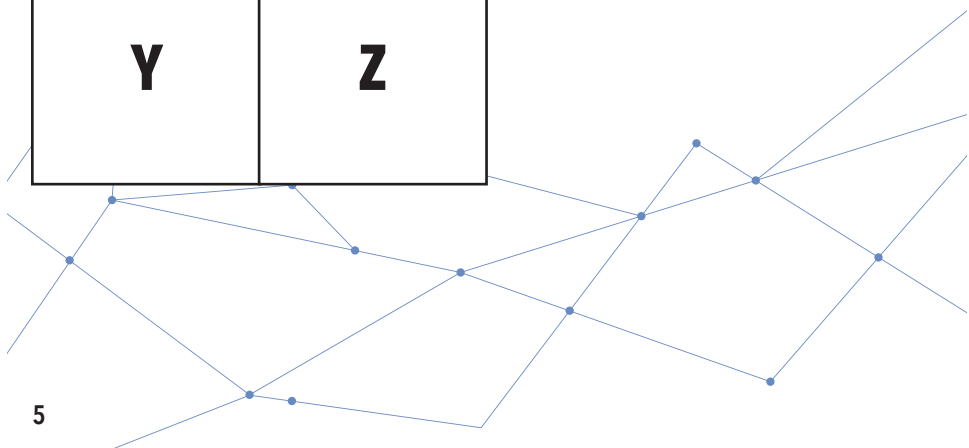
Make game board with letters A-Z, students write the name of the jobs under the correct letter, and also think of other examples to add.

Some of the letters may be more difficult, so students can work together to come up with the last few.

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>
<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>



<b>M</b>	<b>N</b>	<b>O</b>	<b>P</b>
<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>
<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>
<b>Y</b>	<b>Z</b>		





# Digital Footprint Activity

*Number of Players: 1*

*Create a Self Portrait of a specific job.*

## How to Play:

Draw or create a profile picture. Create a list of professional background/ experience, strengths, and personal goals, using the information found on the cards.

Sample:

**Job Title**

**Professional Background/Experience:**

**Strengths:**

**Personal Goals:**

# Social Media

**Number of Players:** 1

## How to Play:

Write notes or reasons why various social media outlets (i.e. Instagram, Twitter, Snapchat, Blogs, etc.) would be the best to use for the specific job card. Sort the cards into the social media groups.

Social Media	Job Card	Why?
Twitter <a href="https://twitter.com/elcajon-police">https://twitter.com/elcajon-police</a>	Police Officer	To find out what is happening

Optional 1: For each Job Card, write or draw a sample post on the social media site the student chose.

For example, a police officer tweet: "Local kitten saved from storm drain by 3 brave officers."

Optional 2: Teacher could set up a class Instagram/Twitter account for kids to share about jobs and connect with actual people in the workforce.

# Career Interviews

**Number of Players:** 2

## How to Play:

Each student picks a partner and a job card. In each pair, the two students interview each other about their job cards.

Ask your partner the questions below. Write down notes about what they say.

My name \_\_\_\_\_ Today's date \_\_\_\_\_

Person I interviewed \_\_\_\_\_ Age \_\_\_\_\_

Why did you choose that job card?

---

Who do you know that has this job?

---

What skills do you already have so that you can do this job?

---

When you grow up what job would you like to have?

---

Optional 1: Students create their own questions, to ask to a real person in the actual field, or on a social media platform. They can practice these questions with their partners as well.

Optional 2: Have each student tell the class about the job they learned about from their partner.

# Word Detective

*Number of Players: Any*

## How to Play:

Students go through the cards to find the picture to match each word listed below. They are organized by color/RIASEC type, so the students can organize the cards to help them.

### Realistic (Red) Job Cards

Fingerprints	Fire Truck	Hammers	Laptop
Yoga Mat	Ladder	Saws	Maps

### Investigative (Blue) Job Cards

Thermometers	Laptop Computers	Cameras	Needles
X-ray	Stethoscope	Scanners	Binoculars

### Artistic (Green) Job Cards

Paint brushes	Video cameras	Microphones	Pencils
Computers	Cameras	Soundboards	Musical Instruments

### Social (Purple) Job Cards

Computers	Medicine	Weights	Projectors
Needles	Maps	Calendar	Books



# Word Detective

*continued*

## Enterprising (Orange) Job Cards

Rolling Pins	Shears	Recipes	Mixers
Stove	Blow Dryer	Vase	GPS Mapping

## Investigative (Blue) Job Cards

Shovels	Cell Phones	Scanners	Tractors
Mailbox	Code	Spreadsheets	Mail Trucks

# Educational Sort

*Number of Players: Any*

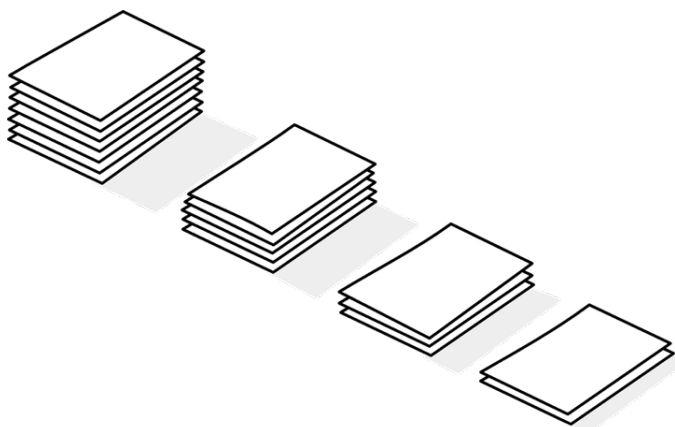
## How to Play:

Students sort the job cards according to different categories:

- Educational levels
- Lexile levels
- RIASEC color
- Projected Growth

## Optional:

Students can come up with their own categories to sort the cards by.



# Letter Writing

**Number of Players:** 1

## How to Play:

Choose a job card. Write a letter to someone that is working in that job. Ask questions about things you want to learn more about their job.

Your Name  
Sender Company Address

Recipient Name  
Recipient Job Title  
Recipient Address

Salutation

What does a \_\_\_\_\_ do? Why did you choose this job?

I want to know about \_\_\_\_\_

-  
-  
-  
-  
-

Sincerely,  
Your Name

Optional: If the person writes back, share the responses with the class.

# Word Cloud

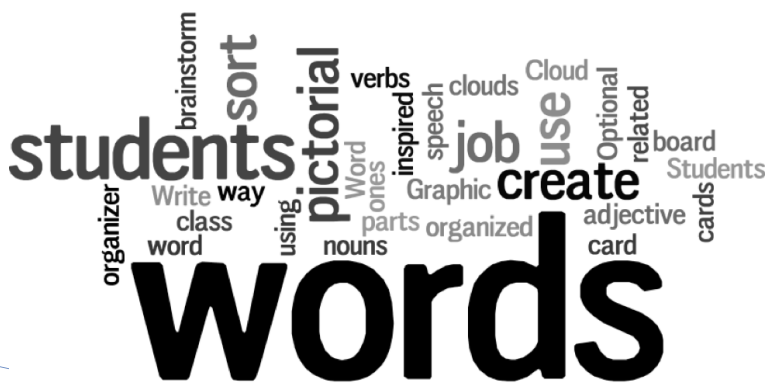
**Number of Players:** Any

## How to Play:

Students create a Graphic organizer using words from the pictorial job card and words inspired by those words. They can sort the words into parts of speech (nouns, adjective, verbs), or they can sort the words in any other way. After the words are organized, students use those words to create a Word Cloud.

Optional: As a class, have the students brainstorm words related to ones on the pictorial job cards. Write these on the board and have the students use them in their word clouds.

Optional 2: Have the students use [www.wordle.net](http://www.wordle.net) or another free Word Cloud generator to create their word clouds again. They can print them out, share them, etc.





# Synonyms and Antonyms

*Number of Players: Any*

## How to Play:

The teacher writes the names of jobs on cards, each one being either a synonym or antonym of an existing job card. The students look through the synonym/antonym cards and place each one next to the job card that it would either be a Synonym or Antonym with.

## Examples:

*New card : Existing Job Card*

Synonyms:

- Postal Worker : Mail Carrier
- Coder : Computer Programmer
- Small Business Owner : Entrepreneur
- Law assistant : Paralegal
- Rancher : Farmer

Antonyms:

- Demolition Expert : Carpenter/Real Estate Agent
- Lumberjack : Forester/Park Naturalist
- Food Critic : Chef/Baker
- Hacker : Software Developer/Computer Programmer
- University Student : University Faculty Member

Because antonyms are more subjective in this exercise, you can have the students pick the jobs that seem the least alike, not necessarily opposites.

Optional: Work backwards and choose job cards and have the class come up with synonyms and antonyms as a group. This could help create more cards for the next time the exercise is done.

Optional 2: Introduce jobs that may be somewhere in between and discuss. (i.e. If you write "Ear Specialist", is this a synonym of Doctor or antonym of Optician? There is no right answer.

# Guess That Job?

*(Inspired by the Board Game, Guess Who?)*

**Number of Players:** 2

**Need two decks of cards**

## Set-Up:

Using two decks, each player takes the same 24 job cards out of the deck and sets the rest aside. Both players place their 24 cards face up in front of them. They both secretly choose a job on one of the 24 cards and write it down on a piece of paper, but keep it a secret from the other player.

## The Goal:

Figure out which job the other player chose by asking **YES OR NO** questions.

## How to Play:

Each turn, both players ask one **YES OR NO** question to find out more about the other player's secret job. Some examples:

- Does your person work outdoors?
- Does your person go to school for a Doctorate?
- Does your person learn medicine?
- Does your person work in front of a computer?

When the other player answers a question, this will eliminate certain jobs, and when jobs are eliminated, players flip those cards over to remove them as an option.\*\* Some answers may allow the players to flip over a lot of cards, and some might allow them to flip only one or zero.

Broad questions usually work best at the beginning, but when there are only a few options left, more specific questions might be necessary, like: "Does your person work with animals?" As an example, if the player answered YES to this question, it would narrow it down to Zoologist, Veterinarian, Farmer, Park Naturalist, and maybe Chef if they are thinking creatively.

In order to win, the player must say, "Is your person a \_\_\_\_\_?" If they are correct, the other player says, "Yes, my person is a \_\_\_\_\_?" and the game is over. Even if the player knows which job it is, and has narrowed it down to one, they don't win until they ask the final question. Check the piece of paper with the job on it to make sure at the end.

Optional: The number of cards used (24) is an arbitrary number. Players can play with less or more cards, however more cards will be difficult. Younger students may do better with 12 cards. As long as the two players have the SAME exact job cards, the amount doesn't matter.

*\*\* Some questions might be hard to answer with Yes or No. In this case, 'Maybe' or 'Sometimes' is acceptable.*

# Sketch-o-Rama

(Inspired by the game, *Pictionary*™)

Number of Players: 2 or More



## How to Play:

One player is the artist each turn. That player picks a card from the job deck and doesn't show it to anyone else, then sets it aside where no one can see it. The other players start the timer\*\*. The artist has until the timer runs out to draw a representation of the job on the chosen job card.

The artist can draw what a person in that job looks like, draw items used in that job, or anything else that might get people to guess the job. The only rule is that no words or numbers may be written.

Whoever guesses the job goes next.

## Variations:

- Instead of winner goes next, you can set an order to prevent students from going multiple times while some don't get to go.
- You can keep score, every time someone guesses one right, they get a point. The student with the most points at the end is the winner.
- You can play in groups. Groups A and B take turns going. Only students in Group A can guess for the artists in Group A and vice versa. When Group A gets one right, they get a point, and both groups keep score. Whichever group has the most points in the end is the winning group.

\*\* The usual timer length for drawing games is 1-minute, but 2 or 3 minutes may be needed depending on grade level, and difficulty of job cards.

# Go Job Hunt

*(A Variation on the Game, Go Fish)*

Number of Players: 2-5 Normally (Up to 10)



## How to Play:

Five cards are dealt from the job card deck to each player, or seven cards if there are four or fewer players. The remaining cards are placed, face-down in a loose, disorderly pile between the players, referred to as the "pool".

The player whose turn it is to play asks another player for his or her cards with a particular image. For example Alice may ask, "Bob, do you have any fire hoses?" Alice must have at least one card with the image she requested. Bob must hand over all cards with that image if possible. If he has none, Bob tells Alice to "go job hunt" (or simply "job hunt"), and Alice draws a card from the pool and places it in her own hand. Then it is the next player's turn - unless the card Alice drew is the card she asked for, in which case she shows it to the other players, and she gets another turn. When any player at any time has four cards with the same picture on them, it forms a book, and the cards must be placed face up in front of that player.

Play proceeds to the left. When all sets of cards have been laid down in books, or no more books can be made, the game ends. The player with the most books wins.

## Variation:

The "books" of cards don't have to be 4 cards, they can be any amount 2 or more. The higher the number, the harder it will be to make books.

# Animation

*Number of Players: 1*

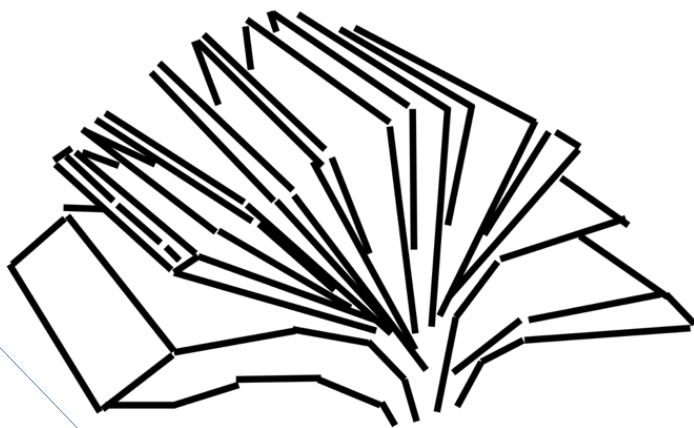
## How to Play:

Using the pictorial job cards, the student chooses a character, setting, and/or props to animate. The animation can include people, objects, places, or ideas, but it must relate to the job cards in some way.

Different ideas for methods to animate the story or scene:

- Google Slides (Digital flipbook, storyboard, comic)
- Google Docs or Draw (Storyboard, comic)
- Paper and coloring supplies (Flipbook, storyboard, comic)
- Play-Doh (Real-time moving of play-doh, or stop-motion)

There are many ways to create "animation" so the possibilities are endless.



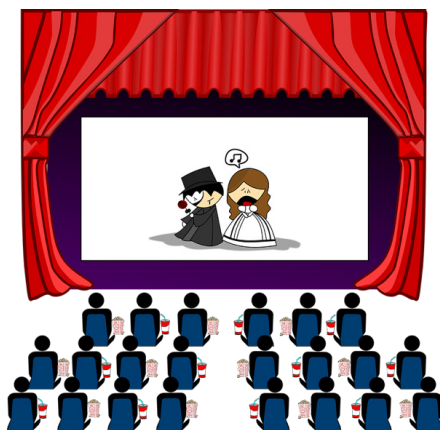
# Skits

**Number of Players:** Any

## How to Play:

Students work in groups and create skits for others to watch. Encourage students to create real-world scenarios of what the jobs would be like, rather than a presentation of what the job is about. They should play different characters, and not all simply be narrators.

Optional: Other students can guess the job based on the skit if it is not stated specifically.





# Job Charades

*Number of Players: 2 or More*

## How to Play:

The player picks a job card at random. A designated time-keeper or teacher starts the timer. The player uses his body and face to act out the job on this chosen job card.

The only rule is the player can't make any noise and they especially can't say any words.

Charades can be played by the class, by two large groups, or broken up into smaller groups. If there are two groups, each group can get a point when a job is guessed correctly, and the group with the most points at the end is the winner.



# Help Wanted Sign

*Number of Players: Any*

## **How to Play:**

Each student or group of students picks a job card. They create a 'Help Wanted' poster for that job. This should include the skills needed, educational background, and any other important details.

The students can draw and decorate their signs, or create them on the computer. Students can work alone, in pairs, or in small groups.



# Make Your Own Emoji

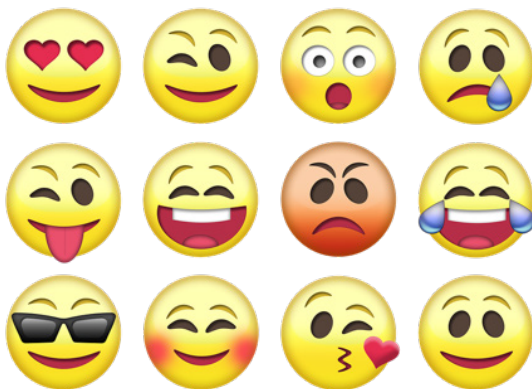
*Number of Players: Any*

## How to Play:

Students create an emoji that represents the job card. They can work alone or in small groups.

## Variation:

Students make or select an emoji for how they feel about the specific job cards. Then they write a sentence about why they chose to draw or insert that specific emoji.



# Memory Game

*Number of Players: Any*

## How to Play:

Cut out 16 equal sized pieces of paper or use 16 index cards. Choose 8 jobs from the job cards. On the 16 index cards, make two cards for each job. On one side, write the name of the job and draw an image to represent that job. Leave the other side blank. There should be 8 pairs of matching cards.

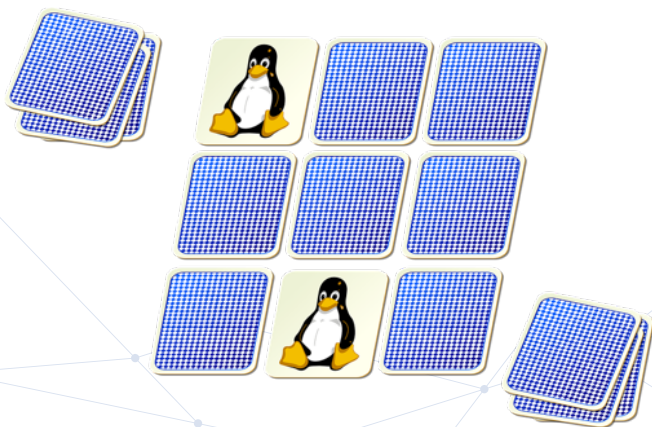
Place all the cards in a 4x4 grid face down. Pick two cards at random and flip them over. If they are the same job, leave them flipped over. If they are different, flip them back down. Keep turning two cards at a time until they are all face up.

The student will have to remember where certain job cards are in the grid in order to flip the pairs, otherwise it will be left to luck.

## Optional:

Have the students work in pairs and have each student draw one set of the 8 jobs.

\*\* 16 cards is an arbitrary, standard number. The game can be played with more or less cards, but gets exponentially harder as you add more cards.



# Headband

*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 say images on the card or they may add their own descriptions. For instance, if the career is Police Officer, the clues could be the images and text on the card: "Enclosed in Vehicle, Car, Contact With Others," or a description, "Catches bad guys."

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.

