

4-H Training Topics - Workforce Readiness

Background:

This project covers the skills necessary for middle schoolers to prepare for first jobs and future careers. *Get in the Act!* includes two project guides and a CD.

Resource:

Youth Guide page 10-11, Game of Honesty;
Helper's Guide page 13, "What is Your Preferred Learning Style?"

Materials Needed:

Project Guides, one game board and set of dice for every four participants, pencils, concession stand coupons, game tokens (use chocolate kisses or some other small

wrapped candy that comes in 4 different colors), copies of **"What is Your Preferred Learning Style?"**, page 13, **Helper's Guide, easel, paper, markers and tape.**

Cost: \$5 for candy

Preparation Time:

Make copies of the game and coupons on **page 10-11** in the **Youth Guide**, and the chart on **page 13** of the **Helper's Guide**. Gather the materials needed, set up a room with tables and chairs so the games can be played in groups of four, or more if necessary.

Allow 30 minutes for preparation.

1 Lead-Up Activity

What to Do	What to Say	Minutes
<p>Have the Preferred Learning Style handout "What is Your Preferred Learning Style?" and pencils ready as people arrive. Have a sign-in sheet at the door.</p> <p>Explain the activity to the first person who arrives, and ask them to help explain it to others.</p> <p>Meet as many people as possible, but end the activity four minutes after the scheduled start time.</p>	<p>After signing in be sure to pick up a Preferred Learning Style sheet "What is Your Preferred Learning Style?" and a pencil. The instructions for completing the sheet are in the top right-hand corner or ask someone else for instructions.</p>	4
<p>Give participants initial instructions.</p> <p>After the responses have been tallied share the results with all participants.</p>	<p>Please sit four at a table. In the three columns, add up the responses from the Preferred Learning Style "What is Your Preferred Learning Style?" questions.</p>	

2 Introduction of the Training

What to Do	What to Say	Minutes
<p>Introduce the 4-H <i>Get in the Act!-Workforce Readiness</i> curriculum. Show the materials to the group; have at least one set for each table.</p>	<p>My name is _____ and I have been a CYS Services Trainer for ____.</p> <p>Thank you for coming to today's training that's designed for middle school youth. The materials provide ideas and activities to help youth prepare for jobs and careers. It contains many real-life activities that should be fun for everybody.</p> <p>The activity in the Helper's Guide, on page 13, was the ice breaker for today. The pages before and after explain that people may have different learning styles; it's important that everyone recognizes that so they can have positive learning experiences in all situations.</p> <p>Does anyone have any questions so far? Plan a time to read the additional material and do the activity with youth.</p>	5
<p>If the trainer doesn't know the group, there should be introductions. If they've worked together before, greetings can be quick.</p>	<p>Let's have some introductions just in case there are some new faces. Be sure to include name, place of work, and length of service with Army CYS Services.</p>	

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3 Do the Activity

What to Do	What to Say	Minutes
Explain how the Game of Honesty is played. When everyone understands, start the game and let them play but stay within the time limit.	Each table should have a game board. Please put the board in the middle of the table. Everyone should have a token for play. Each table should select someone to read the directions out loud; a time keeper; and a scorekeeper. Are there any questions? Play will continue for 15 minutes.	15

4 Reflect

What to Do	What to Say	Minutes
Thank everyone for stopping when the time is up. Have a discussion about the experience.	<p>Tell me about the game. Was it fun? Will the youth enjoy it?</p> <p>What will a middle school youth learn from the game? Is it important to be trustworthy in a work situation? Is the game realistic?</p> <p>How does this game relate to the character education concepts? Could this game be used in other programs? Are there questions or suggestions?</p>	5

5 Apply the Training

What to Do	What to Say	Minutes
Make a plan. Have markers and easel paper available.	Now it's time to work as a group to set some dates for the project and to discuss the content to include. Be sure someone is taking notes.	10
Ask participants to sit together by program unit.	In 10 minutes, one person from each group should be ready to make report on the plan.	

6 Implementation

What to Do	What to Say	Minutes
Record on the easel paper while the groups present.	It's time for one person from each group to report. Since there are only a few minutes, just focus on the unique things that haven't been mentioned by the other groups.	4

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Close

What to Do	What to Say	Minutes
Summarize and close.	<p>This has been a short version of a project activity that can be used with youth. In addition to more activities in the Guides, there are suggestions in the online curriculum for this project. This is also a project that can be integrated with the Tech Lab, BGCA and CHARACTER COUNTS! programs. The youth will have plenty of ideas for this project, since everyone wants to have a job and make some money. Make sure to include youth, parents, and other members of the community in planning and implementing the project.</p> <p>Are there questions?</p> <p>Thanks for your interest and enthusiasm.</p>	2

