

Get in the Act! - Workforce Readiness

Supporting School-Age Accreditation and Quality Programming

This project is designed for grades 6-8. It is developmentally appropriate and provides an opportunity to work with a target age group. Youth can keep a portfolio of the activities and self-understanding that are a part of this long-term project.

Have youth apply for "jobs" in the CYS Services program. Have youth complete applications and interviews.



Opportunities for Youth Leadership and Development and Cross-age Teaching

Some youth are interested in careers in the youth development profession. This project provides opportunities to find out if this is really what they want to do. The interactive CD contains situations that help youth learn skills needed for working with children and families. An opportunity to tutor within the CYS Services program, at school or out in the community will give youth practical, hands-on experience.

Ideas! Ideas! Ideas!

The *Get in the Act! Helper's Guide*, pages 34-37, has lots of suggestions for evaluation, additional activities, resources and more.



Project Online www.4-hcurriculum.org/ offers more activities and lists of resources that are not included in the guides.

School and career counselors will be good speakers.

Ask youth for their suggestions.

Summary

Because Middle School youth are ready to think about workforce readiness guide them in designing some of the project activities. They'll enjoy learning how to relate to the adult world of their future – and with an adult's help, have fun applying what they learn.

Providing Quality Middle School and Teen Programming

While this project is designed especially for middle schoolers, high school teens may enjoy expanding the activities to relate to their current job experiences. The *Helper's Guide* contains resources to help understand the ages and stages of adolescent development. Encourage teens to seek opportunities through the *Hired Internship Program* to explore career possibilities. Middle school youth will find this project interesting and useful as they prepare for the world of work.

Make the project realistic by giving the youth responsibilities such as planning outings, making presentations and recruiting more youth for the program.



Essential Elements of 4-H Youth Development

Youth involved in 4-H know they are cared about and feel a sense of **BELONGING**; they exercise **INDEPENDENCE** by using decision-making and action to influence people and events; they develop a sense of **MASTERY** by learning skills needed in making positive career and life choices; and they experience **GENEROSITY** by helping others through community service. These elements support the Army Youth Development Components of Belonging, Success, Service and Independence.

THE Army 4-H EXPRESS GUIDE TO

Get in the Act! - Workforce Readiness

Few things are more important than preparing youth for their first paying jobs and helping them set a course for their careers. If this sounds like an interesting challenge *Get In the Act!* –is the right project!



Project Goals

The goal of *Get in the Act!* is to prepare Middle School youth to be successful in their first “paying” job. This curriculum helps youth develop life skills that are important in the workplace including problem-solving, critical thinking, teamwork and ethical decision-making.

Four Fun Activities

1 Sports aren’t the only place for teamwork. This activity provides real situations for youth to test their understanding of and the importance of working as a team. Make it more interesting by turning the case studies into role plays. **All Together Now - Youth Guide, pages 16-17.**

2 It’s fun and informative to learn about personality – yours and your friends. This activity helps youth and adults see why some jobs are more suited to certain personalities, and why varied personality types are important to a successful team. **Get in the Act! Interactive CD.**

3 Help youth understand their preferred learning styles by taking a test that can’t be failed. It’s fun and very helpful for choosing a job or career. **Who Am I?, Helper’s Guide, pages 12-14.**

4 Everyone knows that honesty is an important life quality especially in the workplace. Play a game that tests how people respond to temptations and stay hired or get fired. **Game of Honesty, Get in the Act!, Youth Guide, pages 10-11.**



Project Activity Guides and Target Age Groups

The project is designed for Middle School youth grades 6-8 and includes one **Youth Guide** with an interactive CD and one **Helper’s Guide**. The **Helper’s Guide** is designed for use in and out of the classroom. Even more resources are found online at <http://new.4-hcurriculum.org/>

The **Helper’s Guide** contains seven additional activities, information about stages of youth and group development, and tips on how to engage youth in service-learning.



Experiential Learning

Experiential Learning engages children and youth while they learn, share, and grow through their 4-H experiences. With an adult as the coach, the first step is “doing” or exploring. Next, youth share what they did and discuss the experience with their peers.

After they’ve identified the skills and knowledge gained, help them determine how to apply these to other situations in their lives. Consider:



What was gained from this activity?
 How can you share what is learned with others?
 What specific skills learned in *Get in the Act!* can be used in other situations in your life?

Life Skills

“Skills that help an individual to be successful in living a productive and satisfying life” are identified as Life Skills (Hendricks, 1996). Life skills in this project include teamwork, self-responsibility, character, decision making, critical thinking, and social skills. Workforce preparation is all about learning skills that will be reinforced in the future. Although each activity specifically targets only one life skill, youth have the opportunity to practice several.

Related 4-H Projects

Workforce readiness skills are emphasized in other 4-H curricula including *Consumer Savvy*; *Be the “e” Entrepreneurship*; and *Financial Champions*. A more complete list is in the *Get in the Act! Youth Guide, page 29.*

Integrating Technology

The CD included with this curriculum requires use of basic technology. Some of the careers youth will be interested in are surely in the technology sector. The best way to do a job search is on the Internet, so be ready for lots of technology integration.

Search the web for resume templates, suggest youth choose one that fits their specific job goal and encourage them to enter accurate information.

Character Connection

Encourage youth to strengthen the Citizenship Pillar by:

- Developing workforce skills
- Learning about their community
- Understanding what it means to have a good work ethic

Additional character resources can be found at www.4-hmilitarypartnerships.org

Linking to the Army’s Four Service Areas and Baseline Programming

Sports, Fitness and Health Options

Successful teams know how to work together. This project helps develop those skills. Working together makes sports and fitness activities more enjoyable. The more youth enjoy themselves, the more they want to participate, which leads to better physical and mental health. *Get in the Act! Youth Guide, All Together Now, pages 16-17*, provides a great team building activity.

Arts, Recreation and Leisure Activities

Teamwork activities like *Get in the Act! Helper’s Guide, Don’t Lose Your Marbles, pages 20-21* and *Bridge Challenge, page 22*, make great recreation activities. Use theater arts activities to role-play some possible career situations, including job interviews.

Life Skills, Citizenship, and Leadership Opportunities

Get in the Act! helps prepare youth to be productive citizens for their country and their world. The activities give every youth opportunities for personal development and group relationships, either as a leader or an active participant. *Get in the Act! Youth Guide, What Future Path Will You Take?, pages 26-27*, helps youth understand the importance of lifelong learning and making good decisions.

Academic Support, Mentoring, and Intervention Services

Learning about the skills and education needed for various careers help youth to think about the importance of academics and mentoring. Job shadowing can lead to mentoring. *Get in the Act! Helper’s Guide, Solve the Puzzles Problem Solving Approaches, pages 15-17*, provides a hands-on approach to how others process information and solve problems. These skills can be especially helpful in this service area.

Community Service Service Learning Opportunities

What better way to learn about work than through service-learning opportunities? Trying skills while serving others benefits everyone.



If youth indicate an interest in working with young children or senior citizens help them find or create a project and try it out at a community center. It will give them a real experience to build on or move to something different.