



Careers Crossing

Lesson Plan

Aim

To help young people learn about different careers and introduce them to writing and editing basic code.

Mapping

CES 'I Can' Statements	CMS Themes
<ul style="list-style-type: none"> ★ I can discuss the relevance of skills to the wider world and make connections between skills and the world of work ★ I can demonstrate and apply the skills I have learnt across the curriculum in relation to the world of work 	<ul style="list-style-type: none"> ★ Horizons

Learning Outcomes

Young people will:

- ★ Explore the careers of characters within the activity
- ★ Programme their own character to discuss a career they are interested in
- ★ Learn more about the careers featured in the activity

Activity on next page...



Developing the activity

Instructions

Before you start

★ You will need access to a laptop or tablet and access to this website to complete the activity:

- [Careers Crossing](#)

★ Print the 'Careers Crossing' worksheet or ask someone to print it for you

★ If you can't print it, grab a sheet of paper to write your answers on.

Follow-up

The activity looks at four job roles but uses skills that are relevant in many others. There are lots of related job profiles on My World of Work that the young person could find out more about:

[Software developer](#) [Games Developer](#) [Games Designer](#) [Software Engineer](#)
[Graphic designer](#) [Systems Analyst](#) [App Developer](#)

They can find out about related apprenticeships on [Apprenticeships.scot](#)

Foundation Apprenticeships – [Software Development](#) [Creative and Digital Media](#)
[Hardware and Systems Support](#)

Modern Apprenticeships – [Engineering](#) [IT and Telecommunications](#)

Graduate Apprenticeships – [IT: Software Development](#) [Data Science](#)
[Engineering: Design and Manufacture](#)