Icebreaker: Illustrate Your Career Challenge

In this activity students will learn about careers by playing a game where they have to illustrate different aspects of a science, technology or engineering related career.

<table>
<thead>
<tr>
<th>Grade Level</th>
<th>Grades 5 – 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity Time</td>
<td>40 minutes</td>
</tr>
<tr>
<td>Preparation Time</td>
<td>5 minutes</td>
</tr>
<tr>
<td>Grouping</td>
<td>Two groups</td>
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</tbody>
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Objective

As a result of this activity the students will be able to:

- Learn about different careers
- Build community

Materials

Per Team:
- One set of Role Model Career Cards (located in the Appendix of this unit)
- White board marker

Per Class:
- White Board
- Eraser
- Paper with careers written on them

Directions

1. Divide the class into two teams. Give each team a complete set of career cards and have the teams review the careers.
2. Tell the students that they are going to be drawing these careers for their teammates to guess so they should discuss different elements of the careers they might draw on the board. (i.e., Civil Engineer – hard hat and bridge, Mechanical Engineer – gears)
3. Collect all the career cards from the teams.
4. Explain to the students that when they come up to the board to draw they cannot speak or write words or letters of any kind.
5. Have one team member from each team come up to the board. Give them both the same career to draw.
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6. Whichever team gets the career first gets a point. The team with the most points in the end wins.

Discussion Questions

- Were there careers that were similar? How did you go about depicting them in your drawings?
- What were some common items that many of the careers used?
- Talk about one new career you learned about today.