



EDMONTON PUBLIC SCHOOLS

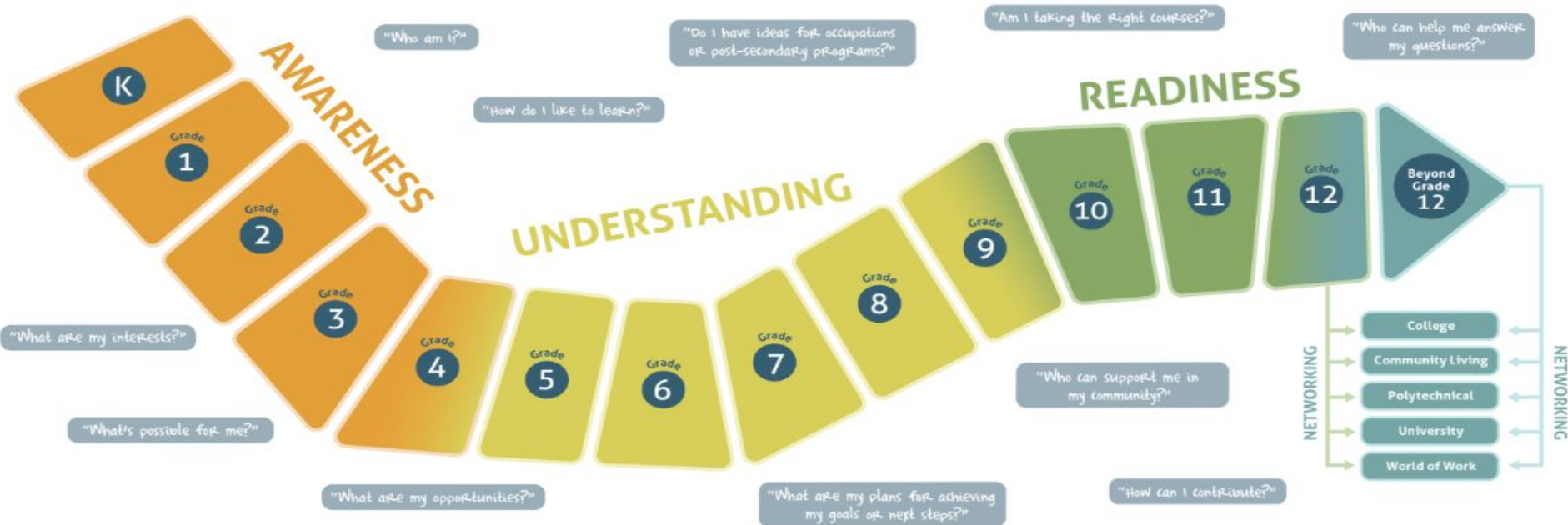
# Career Pathways

# Career Pathways Model

The Career Pathways Model fosters growth and success for every student by supporting their journey from early learning through high school completion and beyond, and enhances public education through communication, engagement and partnerships.

The Career Pathways Model is about building awareness, understanding and readiness for a pathway that helps students find dignity and fulfillment in life.

Conversations about Career Pathways will take place throughout a student's journey.



## ESSENTIAL SKILLS FOR THE WORKPLACE

(Employment and Social Development Canada)

- Reading
- Writing
- Document Use
- Numeracy
- Computer Use
- Thinking
- Oral Communication
- Working With Others
- Continuous Learning

## STUDENT COMPETENCIES

(Alberta Education)

- Critical Thinking
- Communication
- Problem Solving
- Collaboration
- Managing Information
- Cultural and Global Citizenship
- Creativity and Innovation
- Personal Growth and Well-Being

## CAREER PATHWAYS

- Arts, Design and Communication
- Business and Information Technology
- Construction, Manufacturing and Transportation
- Health, Education and Human Services
- Natural Resources and Environmental Sciences

## THE FIVE CAREER PATHWAYS



Arts, Design and  
Communication



Business and  
Information  
Technology



Construction,  
Manufacturing  
and Transportation



Health, Education  
and Human  
Services



Natural Resources  
and Environmental  
Sciences

**Career Pathways and Success,  
One Student at a Time**



Programming



Future  
Focused

# Guiding Principles

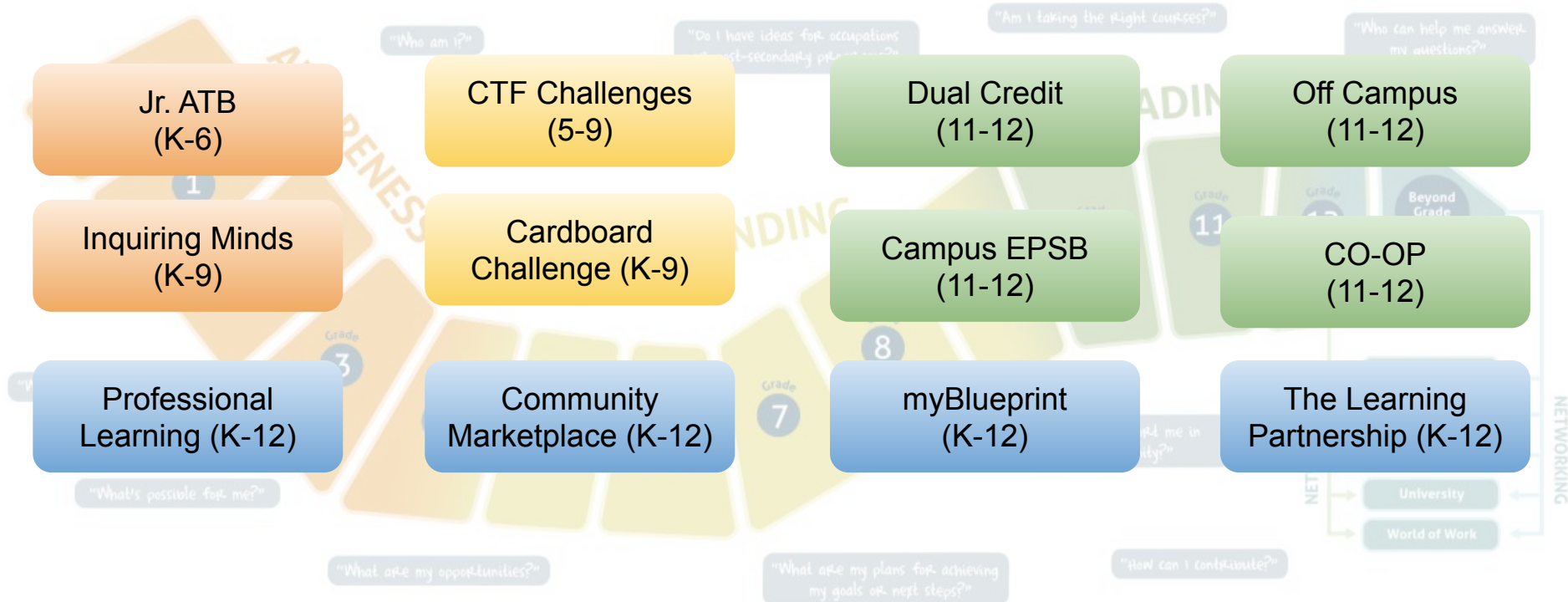


Partnerships  
&  
Connections



Authentic  
Experiences

# Resources and Supports



# Community Marketplace

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## What is it?

A menu of interactions offered by community friends that teachers can request for their classroom.

## Who are the community friends?

Professional associations, local businesses, post secondary institutions, governmental and non-governmental organizations

The screenshot displays the 'Menu of Opportunities' interface. At the top, there is a search bar and several filters: 'Grade Level', 'Clusters', and 'Day of the Week'. Below these is a 'Date Added' range from 05/05/2017 to 06/02/2019. The main content area shows a grid of six activity cards, each with a header image, title, description, and a 'Click to request' button. The first card is 'Eye See...Eye Learn' by the Alberta Association of Optometrists. The second is 'Creating Impact with Community Projects' by the Alberta Council for Global Cooperation. The third is 'Ready to Deliver Safety' by the Alberta Motor Transportation Association. The fourth is 'Promoting Safe and Resilient Communities' by Alberta Sheriffs. The fifth is '3D Renderings and the Fun You Can Have With Them - Residential Construction' by Aquarian Renovations. The sixth is 'Get Cooking with Barb and Ernie' by Barb and Ernie. Some cards have a 'Booked Out - Not Accepting Requests' status.

Menu of Opportunities

Search [ ] Grade Level [ ] Clusters [ ] Day of the Week [ ]

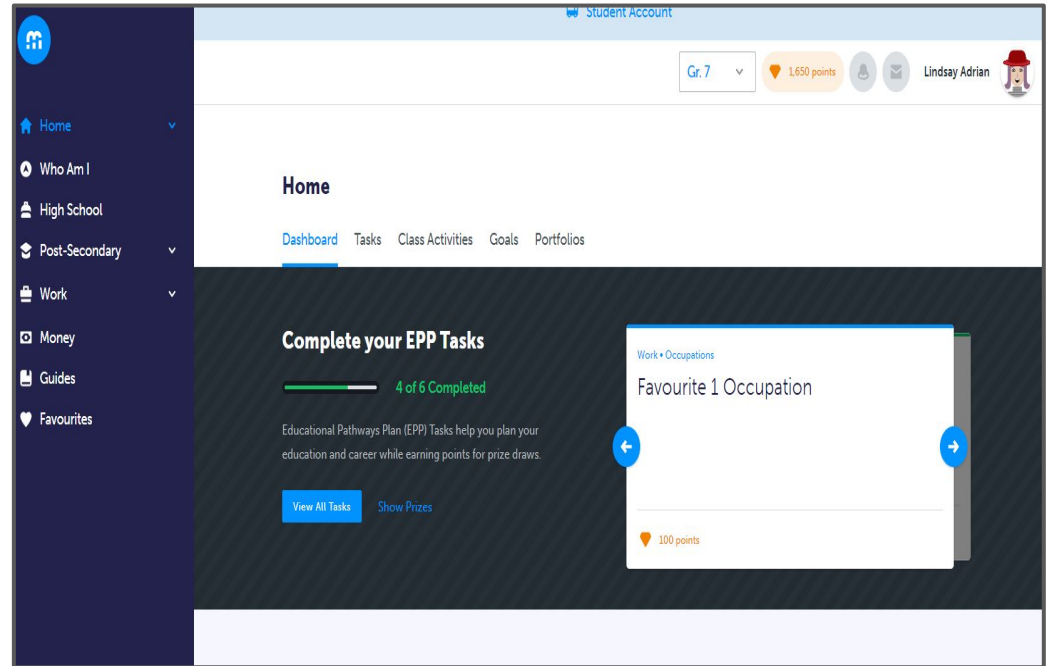
Date Added: 05/05/2017 to 06/02/2019

1 - 9 / 39

- Eye See...Eye Learn®**  
Alberta Association of Optometrists  
Students will learn about the importance of eye health and what happens when they visit a doctor of optometry.  
Kindergarten  
M, Tu, W, Th, F  
[Click to request](#)
- Creating Impact with Community Projects**  
Alberta Council for Global Cooperation  
Students will consider careers in the not-for-profit sector and learn about the wide array of professionals employed by not-for-profit organizations.  
Grade 4, Grade 5, Grade 6, Grade 7, Grade 8, Grade 9  
M, Tu, W, Th, F  
[Click to request](#)
- Ready to Deliver Safety**  
Alberta Motor Transportation Association  
Students will have the opportunity to ask as many questions to gain an in-depth understanding of the profession of a truck driver, and gather helpful tips on how to begin a career in the transportation industry.  
Grade 10, Grade 11, Grade 12  
M, Tu, W, Th, F  
**Booked Out - Not Accepting Requests**
- Promoting Safe and Resilient Communities**  
Alberta Sheriffs  
Students will learn about the five career pathways sheriffs can take including, Court Security and Prisoner Transport Services, Operations and Protection Services, Investigation and Enforcement Operations, Corporate Security Services and Head Office.  
Kindergarten, Grade 1, Grade 2, Grade 3, Grade 4, Grade 5, Grade 6, Grade 7, Grade 8, Grade 9, Grade 10, Grade 11, Grade 12  
M, Tu, W, Th, F  
**Only available for afternoon sessions**  
**Booked Out - Not Accepting Requests**
- 3D Renderings and the Fun You Can Have With Them - Residential Construction**  
Aquarian Renovations  
Learn about what a 3D rendering is, how it is constructed from a blueprint and how a designer uses it to sell a project.  
Grade 7, Grade 8, Grade 9, Grade 10, Grade 11, Grade 12  
M, Tu, W, Th, F  
**Booked Out - Not Accepting Requests**
- Get Cooking with Barb and Ernie**  
Barb and Ernie  
Taking inspiration from the countries they visit, Barb and Ernie incorporate stories from their visits to bring their cooking lessons to life.  
Grade 5, Grade 6, Grade 7, Grade 8, Grade 9, Grade 10, Grade 11, Grade 12  
M, Tu, W, F  
[Click to request](#)

# myBlueprint

- Digital portfolio, high school planner and career investigation tool
- All students, k-12, have an account.
- Company and content are Canadian.
- Tools include surveys, cover letter and resume builder, goal setting and budgeting.



# Campus EPSB & CO-OP



## Campus EPSB Programs

- Automotive Service Technician
- Computer Science
- Emergency Response (ERCP Level 1)
- Health Care Aide
- Performing Arts
- STEAM: Science, Technology, Engineering, Arts, Math
- Steel Construction

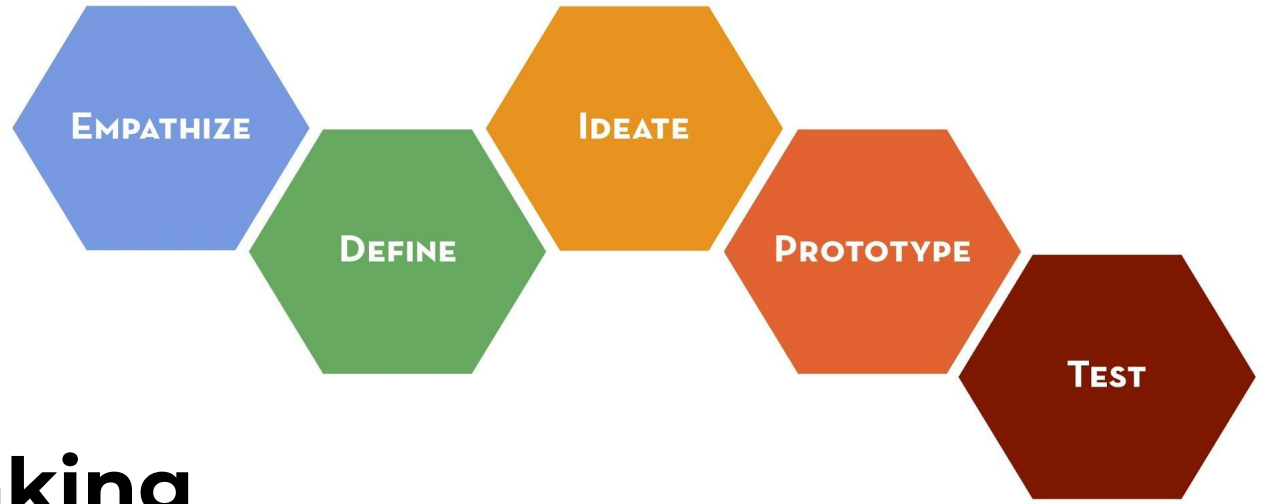


# Design Thinking

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What is it and how does it work?

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# Design Thinking

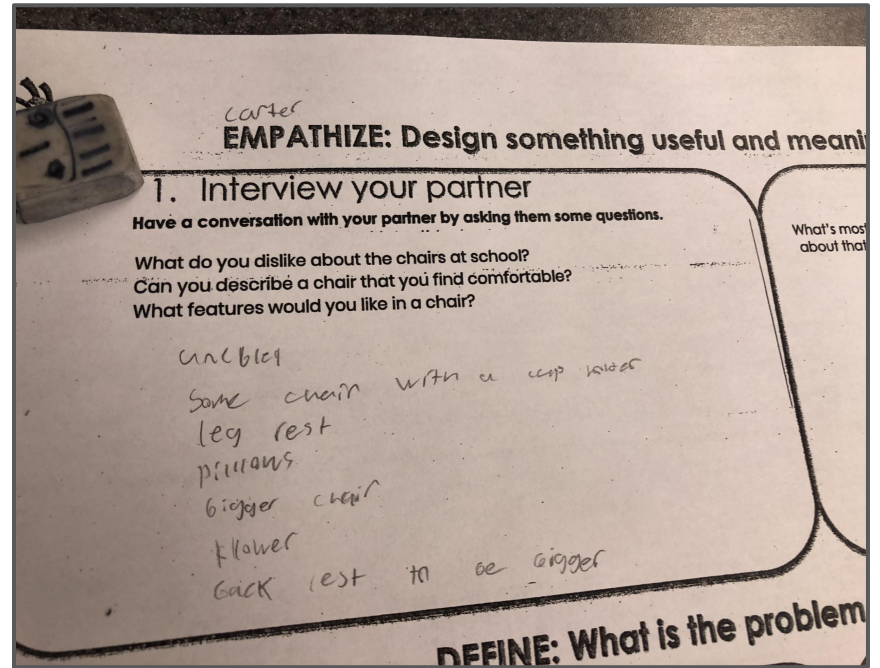
a process for solving problems,  
with a human centred focus

# EMPATHIZE

Learn about the audience you are designing for.

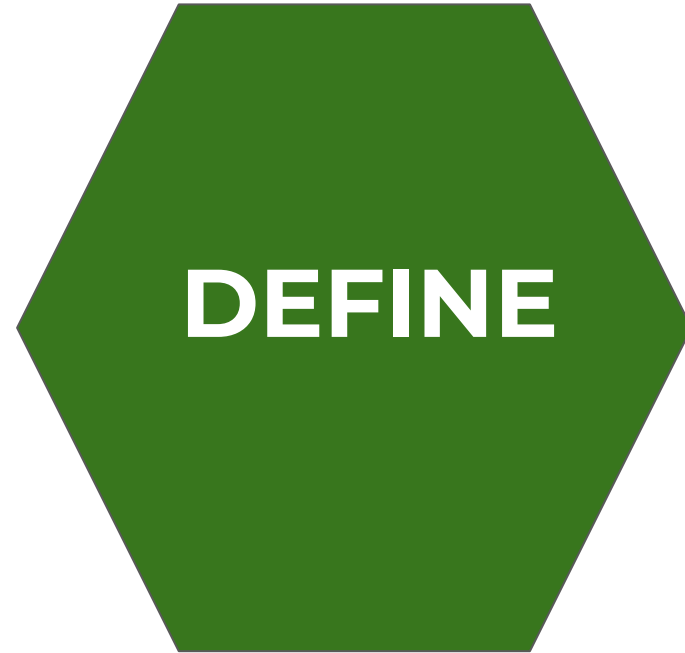
How?

- interview
- shadow
- observe
- research
- group brainstorm
- seek to understand
- non-judgmental

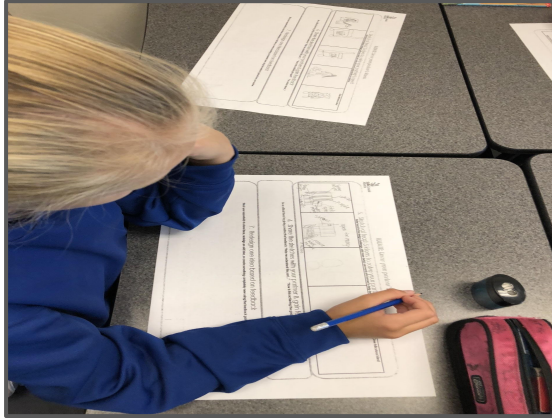


Create a point of view that is based on your user's needs and insights from the empathy stage.

The user needs a way to...  
because...



# IDEATE

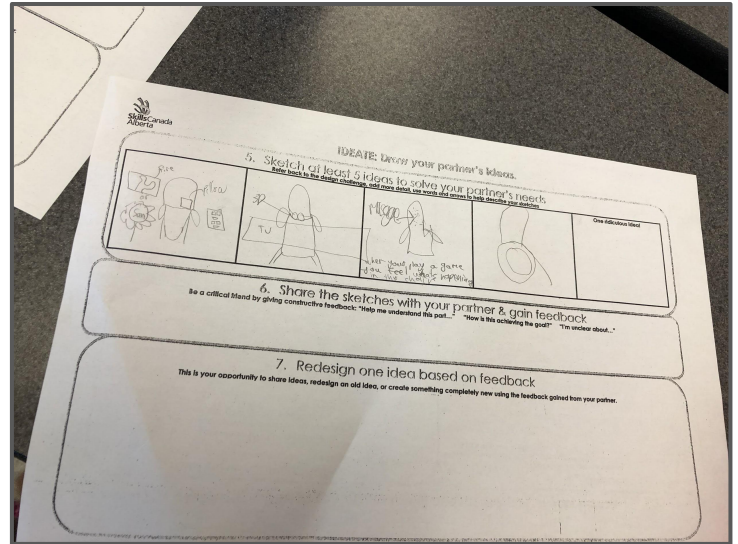


NO  
bad ideas

LOTS of  
ideas

sketches

Go wild



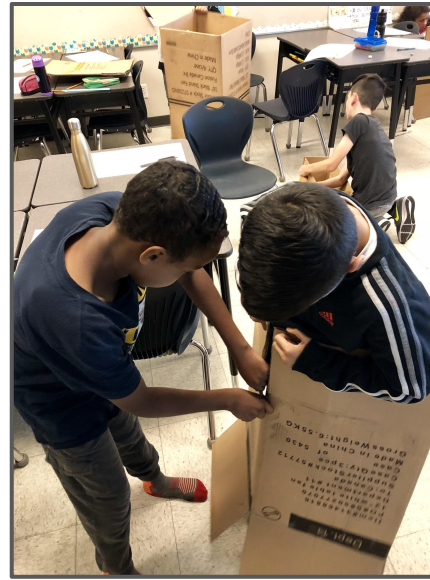
# PROTOTYPE

Create a visual representation of one idea or a combination of ideas.

This is a rough draft! You are not aiming for perfection.

Can be

- physical prototypes
- storyboards
- simulation
- skit





Share your idea with your user and receive feedback.

What works?

What could be changed?

You are NOT testing to see if it works.





Why might we  
use design  
thinking?

# COMPETENCIES OVERVIEW



Students are the artists, scientists, thinkers, innovators and leaders of the future. They will be tasked with solving the problems of today, while imagining and creating a new tomorrow. Competencies are critical for equipping students with the knowledge, skills and attitudes that they will need to successfully navigate their personal journeys in learning, living and working.

Students use and develop competencies when they encounter unfamiliar or challenging situations. Competencies help students draw and build upon what they know, how they think and what they can do. In school, students develop and apply competencies through subject-area content and learning experiences. Alberta's curriculum promotes development of the following competencies, which are a streamlined expression of the competencies identified in the *Ministerial Order on Student Learning* (#001/2013):

**CRITICAL THINKING**

**COMMUNICATION**

**PROBLEM SOLVING**

**COLLABORATION**

**MANAGING INFORMATION**

**CULTURAL AND GLOBAL CITIZENSHIP**

**CREATIVITY AND INNOVATION**

**PERSONAL GROWTH AND WELL-BEING**

Alberta students develop competencies to achieve their full potential as lifelong learners and active citizens, today and in the future.

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## The Skills You Need To Succeed In 2020

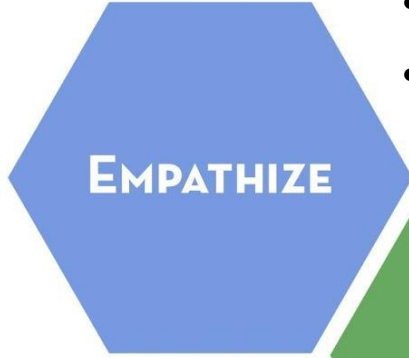


Ellevote Contributor

ForbesWomen

We share our expertise on leadership, business skills and more.

1. **COMPLEX PROBLEM SOLVING**
2. **CRITICAL THINKING**
3. **CREATIVITY**
4. **PEOPLE MANAGEMENT**
5. **COORDINATING WITH OTHERS**
6. **EMOTIONAL INTELLIGENCE**
7. **JUDGEMENT AND DECISION MAKING**
8. **SERVICE ORIENTATION**
9. **NEGOTIATION**
10. **COGNITIVE FLEXIBILITY**



- Critical Thinking
- Managing Information

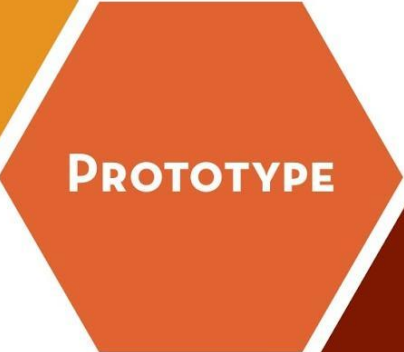


- Communication
- Managing Information
- Cultural & Global Citizenship
- Personal Growth & Well-being

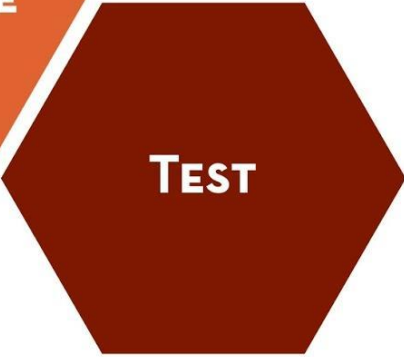


- Creativity & Innovation
- Managing Information

- Creativity & Innovation
- Problem Solving
- Managing Information
- Personal Growth



- Problem Solving
- Managing Information
- Personal Growth & Well-being
- Communication



# Ready, Set, Design

Smithsonian: Cooper-Hewitt, National Design Museum

## When I say GO:

1. Read your challenge.
2. Discuss, design and build a solution to your challenge.
3. Present your prototype solution to the group.
  - a. Use an elevator pitch.
  - b. Include the slogan of your design.

**GO!**

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**YOU HAVE 15 MINUTES**

For more information, please contact

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