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Tools of the Trade

Objectives:

- Students will become familiar with career choices, career definitions, and career categories
- Students will relate careers with their necessary tools
- Students will practice teamwork

Time: 30 – 45 minutes

Materials:

- Medium size bag
- Variety of objects or pictures of objects used for careers such as scissors, microphone, paint brush, medicine bottle, book, wrench, whistle, computer, magnifying glass, water hose, hammer, knife, stethoscope, etc.
- Pencils
- Timer or Clock
- 4 copies of the Tools of the Trade Worksheet for each group
- Dry Erase Board or Chalkboard
- Dry Erase Marker or Chalk
- Small prize for the winning team, if desired

Procedures:

- Ask the students:
 - 1) "What are some tools you need to do your job as a student?"
 - 2) "Why do you need those tools for your job?"
 - 3) "What happens when you don't have the tools you need at school?"
- Discuss how all jobs have different tools needed to help the person be successful with their job. Discuss what happens when a person does not have the tools they need for their job.
- Divide students into groups with 4 to 8 students per group.
- Give each group one pencil and 4 copies of the Tools of the Trade Worksheet for their answers.

- Explain the rules of the game to the class.
- Begin the game after everyone understands the rules.
- Continue the game showing four tools or until time allows.
- Give the winning team a prize, if desired.

Rules:

- Students must work together with their assigned groups.
- Groups will have 4 minutes to write their answers on the Tools of the Trade Worksheet.
- The leader will pull one object or picture from the bag.
- Groups will look at the object or picture, and the 4 minute time should begin.
- After looking at the object, groups will write down as many careers as possible that might use that object in their job.
- At the end of the 4 minutes, one person from each group will total the number of careers they wrote on their worksheet. That student will tell their total number out loud to the leader. The total numbers will count as points for each team.
- The leader will write the totals for each group on the board.
- One student from each group will read the answers from their sheet.
- Groups may challenge one another if a group gives an answer that is questionable about whether or not a person with that career would use that object in their job. When someone challenges a group's answer, that group must give an explanation on ways a person with that job might use that tool. The class will then vote by a show of hands on whether or not to count the answer. The leader has the final decision on whether or not to keep the answer.
- The group with the most points at the end of the game wins.

Discussion Questions:

- "Which tool do you think is used most often in different jobs?"
- "Which career do you think uses the most tools?"
- "Is there a job that does not require the use of any tools?"
- "What happens if a worker does not have the tools needed to do the job?"

Follow Up/Extension:

- Have students write about a tool that can be used in a job that was not used during the game.
- Students can interview someone about their job to find out what tools they use in their job.



Tools of the Trade



1. _____ 11. _____



2. _____ 12. _____



3. _____ 13. _____



4. _____ 14. _____



5. _____ 15. _____



6. _____ 16. _____



7. _____ 17. _____

8. _____ 18. _____

9. _____ 19. _____

10. _____ 20. _____

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