

Career card activities

The career cards can be used as a simple prompt for lots of career exploration activities.

Below is a list of games and activities that can be used as starters or brain breaks to add an element of career awareness to your lessons.



Quiz Quiz Trade

Purpose: Build knowledge of different careers through peer interaction.

Instructions:

1. Give each student one career card.
2. Students find a partner.
3. Partner A asks Partner B: “What does [this occupation] do?”
4. Partner B answers to the best of their ability
5. Switch roles.
6. Trade cards and find a new partner.
7. Repeat for the set time.

Reverse Quiz

Purpose: Practice describing careers using key details.

Instructions:

1. Give each student one career card.
2. Without showing the card, Student A describes the career (e.g., “This person operates unmanned aircraft”).
3. Student B guesses the career (e.g. UAS operator, or drone pilot).
4. Switch roles.
5. Continue until all cards have been used or time is up.

Career Guess Who

Purpose: Practice deductive reasoning and questioning skills.

Instructions:

1. In pairs, one student chooses a career card without revealing it.
2. The other asks yes/no questions (e.g., “Do they work outdoors?” “Do they need a university degree?”) until they guess the career.
3. Switch roles

Ranking

Purpose: Encourage critical thinking about career attributes.

Instructions:

1. Provide each group with a selection of career cards.
2. Ask them to rank the careers based on a criterion (e.g., personal interest, average salary, amount of study needed, most interesting, most essential)
3. Groups discuss their reasoning.
4. Share and compare rankings with the class.

This or That

Purpose: Explore career preferences and decision-making.

Instructions:

1. Present two career cards at a time.
2. Students move to one side of the room for the career they would prefer.
3. Ask volunteers to explain their choice.

Career Connections

Purpose: To explore how occupations relate and collaborate.

Instructions:

1. Provide each group with a selection of career cards.
2. Students link them together based on similarities (skills required, defence industry domain, or how they might work together on a project).
3. Groups discuss their reasoning.
4. Share and compare groupings with the class.

The following activities are longer tasks.

Depending on your learning area, these can be integrated into your programming to build skills and knowledge that support understanding of the curriculum.



Industry Build

Purpose: Understand the roles needed for a large project and multidisciplinary team

Instructions:

1. Provide students with a 'mission brief' (e.g. locate a lost drone, build a new submarine).
2. Students must choose 5 occupations from the career cards to form their dream team.
3. Groups share their choices and justifications.

Career Research Relay

Purpose: Build research and presentation skills, and develop more in-depth understanding of individual careers

Instructions:

1. Students each select a career card.
2. Students research the required skills, training pathway, real-life employers and interesting information.
3. Students share their research using a gallery walk.

Design a Career Poster

Purpose: Use creativity to promote a role

Instructions:

1. Students each select a career card.
2. Students research the required skills, training pathway, real-life employers and interesting information.
3. Students create a recruitment-style poster for the career.
BONUS: Point out the link to recruitment as a career too!

Salary and Skills Investigation

Purpose: Compare careers using real-world labour market data.

Instructions:

1. Students work in groups with a small selection of career cards.
2. Research current data on earnings, skills, employment demand, projected future employment.
3. Discuss similarities, differences and trends.

Role Swap Interviews

Purpose: Practice communication and deepen career understanding

Instructions:

1. Students each select a career card.
2. In pairs, students interview each other 'in character' as the career on the card, improvising details.

Debate

Purpose: Develop persuasive speaking and critical thinking

Instructions:

1. Students each select a career card.
2. Provide a real-life scenario for students (e.g. providing humanitarian assistance in a bushfire, designing and constructing a new aircraft, building a base in Antarctica).
3. Students argue why their career is the most important for the given scenario.