



App

Playbook for Educators

STEAM the Streets is a culturally relevant, carefully curated app that utilizes storytelling to demystify STEAM career paths and inspire a new and diverse workforce.

DESCRIPTION

The STEAM the Streets App is a learning tool for career exploration and awareness, designed to be a self-guided journey for students. The first module is meant to be done in the classroom; afterwards students can complete career modules asynchronously at their own pace, or be guided with regular in-classroom check-ins.

AGES: 13 and Up

TIME: 25 - 35 minutes

KEY OBJECTIVES

- Demystify STEAM career paths through culturally relevant media and real stories.
- Make connections between academics and real world employment.
- Boost students' awareness of in-demand careers in STEAM.
- Inspire students to broaden their horizons of career options.

PREPARATION FOR EDUCATORS PRIOR TO LESSON

- Watch [Why STEAM the Streets App? \(Mission & Vision Video\)](#) and [Journey through the App \(Walkthrough Video\)](#) on your own to get an understanding of the platform and the mission behind it.

TECHNICAL NEEDS

- If your school has a firewall, please let IT know that students will need access to the App.
- Students will need to connect to their smartphones with headphones to navigate the career challenge video content independently.
 - *If students don't have headphones, videos have subtitles so students can still interact with the lessons.*
- Inform the students to turn their phone volume up.
- The App content is best viewed when the phone is turned horizontally.

Career Technical Education STANDARDS AND ALIGNMENT

All career modules align with **Career Planning and Management Standards:**

3.1 - *Identify personal interests, aptitudes, information, and skills necessary for informed career decision making.*

3.4 - *Research the scope of career opportunities available and the requirements for education, training, certification, and licensure.*

3.5 - *Integrate changing employment trends, societal needs, and economic conditions into career planning.*

** While students are going through our app, they are also practicing Critical Thinking Skills and Reading & Comprehension Skills.*

For feedback or questions, contact STEAMtheStreets@gmail.com.

CLASS PLAN

Step One: Introduction (8-10 minutes)

- Play [Welcome to the Possibilities \(Intro Classroom Video\)](#) for your students.
- Have students take out their phones and download the STEAM the Streets App in either the [Google Play Store](#) or the [Apple App Store](#).
- Guide students to start a profile and create an avatar after downloading the App.

A note on feedback

Since this is the first version of the App, we're looking for feedback. Your students can enter their takeaways right in the App at the end of each challenge. To share your feedback on the classroom experience, please fill out our [educator's survey](#).

Step Two: Career Match (2 minutes)

- Students will then be taken to the STEAM Career Match where they will select one of two images on the screen. After completing this, they will be taken to the Discover tab.

Step Three: Career Challenge (15-23 minutes)

- In the Discover tab, there are nine career modules. Each module consists of two video lessons and questions to check for understanding and feedback. Guide students to complete the first career module (software engineering), and explore the "Free First Steps" that unlock after completion of the module.

Optional Discussion Questions

- What might you think our society is doing wrong to continue causing such a gap in the opportunities that communities don't know about?
- What's the importance of seeing people like yourselves in main roles in the world? i.e. politicians, authors, artists, scientists, engineers, designers, etc.
- If you knew that a job could make over \$100,000 a year, and companies are making space for individuals like you to pursue these careers, would you take a chance and start on that path?
- Why is information that could affect lives important for people to get? Do you think an App like this is important to get this information across in a relatable way?

KEY APP FEATURES

Discover Tab

- ❖ Nine modules or "challenges" exploring different career paths, including: Software Engineering, UI/UX Design, Computational Science, Data Analytics, Video Game Design, Digital Marketing, Mental Health Counseling, and Leadership.
- ❖ Each module contains two video lessons, a career profile, and a "Bridge Lesson," which dives deeper into that career. Video lessons range from 3-10 minutes in length.
- ❖ After each video, there are a series of questions which check for understanding, and request feedback. Students gain points for questions they answer.
- ❖ When you get questions correct, you actually earn points as well!
- ❖ Road maps with milestones of how to reach success in each career.
- ❖ Curated, vetted resources for students to explore once they complete a module entitled "Free First Steps."
- ❖ Power Skills: Two 21st century skills mentioned in each "bridge lesson" video.
- ❖ Each person featured is a BIPOC professional or rising amateur in a STEAM career.

STEAM Career Match

- ❖ Students select a series of images on visual cues alone, and based on their selections, three careers populate that students can learn more about.

Feed Tab

- ❖ Curated videos and articles to continue their education and inspiration.
- ❖ Hidden STEAM Gems: A bonus challenge where students can find hidden gems and earn bonus points.

Profile Tab

- ❖ Students can update their avatars and share the App with friends.

Activity Tab

- ❖ Students can view their points and badges they've collected through finishing career challenges.