# *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:** 30 minutes (or more, depending on how much time you're able to allot)

## KEY OBJECTIVES

- Demystify STEAM career paths through culturally relevant media and real stories.
- Make connections between academics and careers.
- 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.
- The App is mobile, but can be installed on Google Chromebooks through the Google Play store.
- Students will need to connect 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.*

**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.
- Install the App on Chromebooks or 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.

> ***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: STEAM 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 that resonate with them. After three career results populate on screen, they'll click on the continue button and will be taken to the Discover tab.

### Step Three: Career Challenge *(20+ minutes)*

- In the Discover tab, there are nine career modules or "challenges." Each challenge consists of two video lessons and questions to check for understanding and feedback. Guide students to complete the first career challenge (software engineering).
- **The Video lessons are the central content of the App and have the most educational value**. Each challenge has a career profile, a relatable story from a role model in that field, and "Bridge Lessons," which shows the opportunities in that career and how to get into that field. Profile videos are 3-6 minutes and Bridge Lessons are 7-10 minutes.
- The first challenge has a short tutorial that they'll need to watch first entitled "How To Complete A Career Challenge." They'll need to answer the question at the end of the video to move on.
- Students will then watch the two video lessons and answer questions. When each video completes, the "Let's Start" button at the bottom of the screen turns blue, which they click to answer questions. Students will not be able to complete the full challenge without answering questions after each video.
- After completing both video lessons, they'll scroll down to "Reflect' where they'll add their feedback.
- Once they finish the Reflect section, they'll see a "Congratulations" screen. The "Free First Steps" will then unlock. They can click on those links and explore vetted resources and activities.
- When they X out of the first challenge, a new one will unlock in the discovery page.

### 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, Data Analytics, Video Game Design, Computational Science, Digital Marketing, Mental Health Counseling, and Leadership.
- ❖ After each video, there are a series of questions which check for understanding, and request feedback. Students gain points for questions they answer, and a badge when they complete each challenge.
- ❖ 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.
- ❖ Hidden STEAM Gems: A bonus challenge where students can find hidden gems and earn bonus points.

### 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.

### Activity Tab

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

### Profile Tab

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

### Feed Tab

- ❖ Curated videos and articles to continue their education and inspiration.

*For feedback or questions, contact [STEAMtheStreets@gmail.com](mailto:STEAMtheStreets@gmail.com).*