



## Career Exploration Menu



## **Overview**

Prepare Rhode Island (PrepareRI) is a commitment by the State of Rhode Island to improve the career readiness and postsecondary attainment of all Rhode Island youth, preparing them with the skills they need for jobs that pay. While the phrase “college and career readiness” appears frequently in the education discourse, “career readiness” is often an afterthought.

The State of Rhode Island is committed to re-thinking all students' educational experience to ensure that all high school graduates in Rhode Island will be prepared to succeed in college and career.

PrepareRI established bold goals and identified strategies to achieve those goals. These strategies span K-12, postsecondary education, workforce development, and economic development. These goals include:

- 100% of high school students will graduate high school with a postsecondary credential of value by 2025.
- 100% of public high schools will offer some form of work-based learning as a part of the high school experience.
- 100% of elementary and middle schools will offer career awareness and exploration programming.

PrepareRI will grow a sustained system of career awareness and exploration opportunities that will enable teachers and schools to provide students multiple opportunities to gain exposure to high-skill, high-growth careers.

## **Approach**

PrepareRI leverages preexisting successful partnerships in order to offer a menu of low or no-cost options for schools to expand career awareness and exploration programming for K-12 students. RIDE will leverage New Skills for Youth funding to serve as a one-time investment that will bring career awareness and exploration into every school in Rhode Island. Partners are identified by their ability to provide high-quality experiences as determined by local, state and national leaders.

The number of programs on the menu will grow as we learn more about successful practice within Rhode Island and throughout the country. If you have a program that you believe may be a fit for the menu, please reach out to

[Spencer.Sherman@ride.ri.gov](mailto:Spencer.Sherman@ride.ri.gov).

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# Partner Organizations

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## **Center for Advanced Professional Studies (CAPS) Network**

Center for Advanced Professional Studies (CAPS) programs are nationally recognized, innovative high school programs. Students fast forward into their future and are fully immersed in a professional culture, solving real world problems, using industry standard tools and are mentored by actual employers, all while receiving high school and college credit. CAPS is an example of how business, community and public education can partner to produce personalized learning experiences that educate the workforce of tomorrow, especially in high skill, high demand jobs.

CAPS focuses on active learning. Students are exposed to a unique blend of problem-based, project-based and design-based learning while practicing professional skills taught throughout the program. The program strives to remain on the cutting-edge of evolving workforce needs, working closely with business and post-secondary partners to develop course work that reflects emerging trends.

The CAPS movement began in Blue Valley in 2009 and the model is now being utilized by school districts throughout the country. CAPS programs establish and nurture relationships with business partners that are mutually beneficial, sustainable, coordinated and multi-faceted. Our partners help shape curriculum, provide projects, support professional development, invest in equipment and supplies and provide job shadow opportunities, speakers, mentors and internships.

## **EVERFI**

EVERFI is the leading education technology company that provides scalable digital real world education for millions of students of all ages. EVERFI helps teachers prepare students to face real life challenges - now and in the future. Thanks to hundreds of partners who share our mission, EVERFI offers free digital resources and local implementation support to help elementary, middle and high school teachers equip their students with skills for life.

## **IncubatorEDU**

The INCubatoredu program offers students an authentic entrepreneurship experience. In this program, students have the opportunity to create and develop their own entrepreneurial idea. Real entrepreneurs and business experts serve as volunteer coaches and mentors, guiding student teams through the Lean Startup processes of developing hypotheses about a business concept, testing those hypotheses, adapting, and continually learning and improving. This cycle of experimentation is combined with foundational business concepts such as marketing and finance.

## **Inventing Heron**

Inventing Heron is an online career resource created to inspire young people to dream, to set goals, to be bold and fearless, to work hard, to have a positive impact on the world, and to be their best selves. The site features hundreds of video and written interviews about work so young people can learn from their experiences. Inventing Heron knows young people cannot become what they cannot see and aims to show them that nothing is out of their reach.

### **Junior Achievement Rhode Island**

We are the nation's largest organization dedicated to giving young people the knowledge and skills they need to own their economic success, plan for their futures, and make smart academic and economic choices. Junior Achievement's programs—in the core content areas of work readiness, entrepreneurship and financial literacy—ignite the spark in young people to experience and realize the opportunities and realities of work and life in the 21st century.

### **Project Lead the Way**

Project Lead The Way (PLTW) is a not-for-profit organization that develops STEM curricula for use by US elementary, middle, and high schools. We create an engaging classroom environment unlike any other. PLTW empowers students to develop and apply in-demand, transportable skills by exploring real-world challenges. Through our pathways in computer science, engineering, and biomedical science, students not only learn technical skills, but also learn to solve problems, think critically and creatively, communicate, and collaborate. We also provide teachers with the training, resources, and support they need to engage students in real-world learning.

### **Rhode Island Commerce Corporation**

The Commerce Corporation works with public, private and non-profit partners to create the conditions for businesses in all sectors to thrive and to improve the quality of life for our citizens by promoting the state's long-term economic health and prosperity.

## **SENEDIA**

The Southeastern New England Defense Industry Alliance (SENEDIA) was formed to identify, champion, and coordinate issues that contribute to our national security and benefit employers, local communities, the Departments of Defense and Homeland Security, and other federal government agencies. SENEDIA's vision is to be a catalyst for thought leadership and technical innovation in undersea technology, cybersecurity, and other critical defense technologies. Our mission is to enable the development of the innovative technology, foster thought leadership, and facilitate required workforce development.



# Elementary School Programs

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## **EVERFI – Vault: Understanding Money**

Vault is an interactive learning course specifically designed to introduce financial education skills to child learners. Using the latest in new-media technologies and evidence-based learning, Vault brings complex financial concepts to life for today's digital generation. With lessons on responsible money choices, credit and borrowing, savings and more, Vault increase students' basic financial literacy and builds the foundation of healthy financial decision-making at a young age. (Grades 4-6)

**Teacher Profile:** No prior experience required

**PD Plan:** School year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** [dweidmann@everfi.com](mailto:dweidmann@everfi.com)

**Website:** [everfi.com](http://everfi.com)

## **Junior Achievement - Our Future**

JA's elementary school programs are the foundation of its K-12 curricula. Six sequential themes, each with five hands-on activities, as well as an after-school and capstone experience, work to change students' lives by helping them understand business and economics.

**JA Ourselves** uses storybook characters in read-aloud and hands-on activities to introduce the role people play in an economy. Through engaging, volunteer-led activities, young students learn about individual choices, money, the importance of saving and giving, and the value of work. (Kindergarten)

**JA Our Families** explains how family members' jobs and businesses contribute to the well-being of the family and of the community. The program introduces the concept of needs and wants and explores the ways families plan for and acquire goods and services. Students analyze their own skills to determine ways they can support their families. (Grade 1)

**JA Our Community** uses posters and games to offer practical information about businesses and the many jobs those businesses offer in a community. Students explore production methods through a simulation game, and they learn about taxes, decision making, and how money flows in an economy. (Grade 2)

**JA Our City** introduces students to the characteristics of cities and how cities are shaped by zoning. Students also learn about the importance of money to a city; how financial institutions help businesses and city residents; and how the media is an integral

part of a city's life. Students learn the role of an entrepreneur by exploring what it takes to open a restaurant. (Grade 3)

**JA Our Region** introduces students to entrepreneurship and how entrepreneurs use resources to produce goods and services in a region. Students operate a hypothetical hot dog stand to understand the fundamental tasks performed by a business owner and to track the revenue and expenses of a business. (Grade 4)

**JA Our Nation** provides practical information about the need for employees who can meet the demands of the 21st century job market, particularly high-growth, high-demand jobs. By program's end, students will understand the skills, especially in science, technology, engineering, and math, that will make their futures brighter. (Grade 5)

**Teacher Profile:** No prior experience required

**PD Plan:** One day in-person PD and school year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** Joann Johnson, Program Manager at Junior Achievement RI

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## **Project Lead the Way - Launch**

**Description:** Your K-5 students already have the qualities of great designers and innovators. What PLTW Launch does is tap into their exploratory nature, engage them in learning that feels like play, and encourage them to keep discovering – now and for years to come.

PLTW Launch's 24 interdisciplinary modules bring learning to life. The program empowers students to adopt a design-thinking mindset through compelling activities, projects, and problems that build upon each other and relate to the world around them. And as students engage in hands-on activities in computer science, engineering, and biomedical science, they apply and reinforce the knowledge and skills they've acquired in core academic areas.

To support this unique classroom experience, our professional development provides teachers with robust and flexible instructional support, on-demand resources, and a close-knit community of collaboration with fellow educators.

**Teacher Profile:** No prior experience required

**PD Plan:** Three to five day in-person PD and school year support

**Cost to School:** PD/Curriculum costs waived

**Unique Benefits:** PLTW Launch is aligned to Next Generation Science Standards, Common Core State Standards for Math and English Language Arts, and other national and state standards. To best fit the needs of your students and school, the program's 10-hour modules are flexible and customizable: They can be implemented

independently or in tandem with one another, at the grade level you want, at any time.

**Contact:** Suzanne Snow, Director of School Engagement at Project Lead the Way  
[ssnow@pltw.org](mailto:ssnow@pltw.org)

**Website:** [pltw.org](http://pltw.org)

# Middle School Programs

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## **EVERFI – FutureSmart**

The MassMutual Foundation has partnered with EVERFI to bring critical financial education to middle and high school students across the United States. FutureSmartSM empowers students to effectively manage their finances, make sound decisions, and become stewards of their financial future. Through the story-based narrative and interactive exercises, students learn to make real-life, personal finance decisions and to achieve important goals around saving, education and career planning, and budgeting. (Grades 6-8)

**Teacher Profile:** No prior experience required

**PD Plan:** School year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** [dweidmann@everfi.com](mailto:dweidmann@everfi.com)

**Website:** [everfi.com](http://everfi.com)

## **EVERFI – Venture: Business Exploration**

Venture – Entrepreneurial Expedition™ is designed to teach students to think entrepreneurially about business and life. Using case studies, interactive business simulations and personal development activities, this course teaches important basic business skills.

Students develop a personalized plan for their individual business, including finance, marketing, team-building and market research, along with a roadmap for academic and career success. (Grades 7-10)

**Teacher Profile:** No prior experience required

**PD Plan:** School year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** [dweidmann@everfi.com](mailto:dweidmann@everfi.com)

**Website:** [everfi.com](http://everfi.com)

## **EVERFI – Endeavor: STEM Career Exploration**

Endeavor is a first-of-its-kind interactive program designed for middle school students built to empower learners with the knowledge they'll need to build their career pathways. Learners engage with interactive content that reinforces key STEM skills while discovering some of the exciting STEM opportunities that await. (Grades 6-9)

**Teacher Profile:** No prior experience required

**PD Plan:** School year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** [dweidmann@everfi.com](mailto:dweidmann@everfi.com)

**Website:** [everfi.com](http://everfi.com)

## **SENEDIA – Innovation Generation**

SENEDIA, in partnership with JASON Learning, will create an “Innovation Generation”, a K-12 Physical Sciences, Computer Science, and Engineering curriculum, tied to Rhode Island education standards. It will feature leading RI based defense industry career role models and the work they do in our state to ensure that our nation remains safe.

Students will interact with these role models, and work with their own communities and peers, to learn and build key science, engineering, and technology knowledge and skills, develop an understanding of and interest in the defense sector, and work on solutions that may impact how the defense industry operates and innovates in the 21st Century and beyond. Professional development and curriculum resources will include cybersecurity, undersea unmanned vehicles (UUV's), and ocean acoustics.

**Teacher Profile:** No prior experience required

**PD Plan:** One day in-person PD and school year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** Linda Larson, Education Outreach Coordinator at SENEDIA

[llarsen@senedia.org](mailto:llarsen@senedia.org)

**Website:** [SENEDIA.ORG](http://SENEDIA.ORG)



## **Junior Achievement – Inspire**

JA Inspire is a coalition of educators and business leaders, led by Junior Achievement of RI, to introduce 8th grade students to the vast variety of career opportunities in RI. This job awareness fair will enable students to interact with representatives from businesses, organizations, training providers, secondary and post-secondary schools. Through a series of hands-on activities, students will have the opportunity to interact with exhibitors and see the connections to these careers and the high school programming options. Prior to—and immediately following—the career exploration fair, students will participate in three 45-minute classroom activities that include a personality assessment, career awareness research, soft-skills knowledge and reflection.

**Teacher Profile:** No prior experience required

**PD Plan:** One-day in-person PD and school year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** Joann Johnson, Program Manager at Junior Achievement RI

[joann.johnson@ja.org](mailto:joann.johnson@ja.org)

**Website:** [jarhodeisland.org/](http://jarhodeisland.org/)

## **Project Lead the Way - Gateway**

Middle school is a time of exploration, a time when students are figuring out what they're passionate about today and how that relates to who they'll become tomorrow.

During this transitional time, PLTW Gateway's 10 units empower students to lead their own discovery. The hands-on program boosts classroom engagement and excitement, drives collaboration, and inspires "aha! moments" and deep comprehension. And as students engage in PLTW's activities in computer science, engineering, and biomedical science, they see range of paths and possibilities they can look forward to in high school and beyond.

### Design and Modeling

Students discover the design process and develop an understanding of the influence of creativity and innovation in their lives. They are then challenged and empowered to use and apply what they've learned throughout the unit to design a therapeutic toy for a child who has cerebral palsy.

### Automation and Robotics

Students learn about the history and impact of automation and robotics as they explore mechanical systems, energy transfer, machine automation, and computer control systems. Using the VEX Robotics® platform, students apply what they know to design and program traffic lights, robotic arms, and more.

### App Creators

This unit will expose students to computer science as a means of computationally analyzing and developing solutions to authentic problems through mobile app development, and will convey the positive impact of the application of computer science to other disciplines and to society.

### Computer Science for Innovators and Makers

Throughout the unit, students will learn about programming for the physical world by blending hardware design and software development, allowing students to discover computer science concepts and skills by creating personally relevant, tangible, and shareable projects.

### Energy and the Environment

Students are challenged to think big and toward the future as they explore sustainable solutions to our energy needs and investigate the impact of energy on our lives and the world. They use what they've learned to design and model alternative energy sources, as well as evaluate options for reducing energy consumption.

### Flight and Space

The exciting world of aerospace comes alive through Flight and Space. Students explore the science behind aeronautics and use their knowledge to design, build, and test an airfoil.

## Science of Technology

Science impacts the technology of yesterday, today, and the future. In this unit, students apply the concepts of physics, chemistry, and nanotechnology to activities and projects, including making ice cream, cleaning up an oil spill, and discovering the properties of nano-materials.

## Magic of Electrons

In this unit, students examine the behavior and parts of atoms as well as the impact of electricity on the world around them. They learn skills in basic circuitry design and use what they know to propose designs such as a burglar alarm for an art museum.

## Green Architecture

In this unit, students learn how to apply green concepts to the fields of architecture and construction. They explore dimensioning, measuring, and architectural sustainability and apply what they have learned to design affordable housing units using Autodesk's® 3D architectural design software.

## Medical Detectives

Students play the role of real-life medical detectives as they analyze genetic testing results to diagnose disease and study DNA evidence found at a "crime scene." They solve medical mysteries through hands-on projects and labs, investigate how to measure and interpret vital signs, and learn how the systems of the human body work together to maintain health.

**Teacher Profile:** No prior experience required

**PD Plan:** Three to five day in-person PD and school year support

**Cost to School:** PD/Curriculum costs waived for participating schools and districts

\*RIDE is working for all sessions to be offered in Rhode Island during the summer of 2018.

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**Website:** [pltw.org](http://pltw.org)

# High School Programs

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## **EVERFI – Financial Literacy**

EVERFI's Financial Literacy online resource engages users through video, animations and interactive activities to bring complex financial concepts to life, empowering students to better manage their personal finances. The program includes 9 modules on a variety of topics, including Savings, Banking, Credit Cards & Interest Rates, Credit Scores, Financing Higher Education, Renting vs. Owning, Taxes & Insurance, Consumer Protection, and Investing, giving students the tools they'll need to successfully manage their financial future. (Grades 9-12)

**Teacher Profile:** No prior experience required

**PD Plan:** School year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** [dweidmann@everfi.com](mailto:dweidmann@everfi.com)

**Website:** [everfi.com](http://everfi.com)

## **EVERFI – Venture: Business Exploration**

Venture – Entrepreneurial Expedition™ is designed to teach students to think entrepreneurially about business and life. Using case studies, interactive business simulations and personal development activities, this course teaches important basic business skills. (Grades 7-10)

**Teacher Profile:** No prior experience required

**PD Plan:** School year support

**Cost to School:** PD/Curriculum costs waived

**Contact:** [dweidmann@everfi.com](mailto:dweidmann@everfi.com)

**Website:** [everfi.com](http://everfi.com)

## **IncubatorEDU**

IncubatorEDU offers students an authentic entrepreneurship experience. In the year long course, students have the opportunity to create and fully develop their own product or service. Real entrepreneurs and business experts serve as volunteer coaches and mentors guiding student teams through the processes of developing hypotheses about a business concept, testing those hypotheses, adapting, and continually learning and improving. This cycle of experimentation is combined with foundational business content such as marketing and finance.

### **Teacher Requirements**

One full-course dedicated teacher. One program mentor/manager to oversee business partnerships and volunteer mentors.

### **Teacher Training**

Two full PD days in Summer 2018. Ongoing professional support throughout academic year.

**Contact:** Daniela Fairchild, Director of Education at the Rhode Island State Office of Innovation

**Website:** <http://incubatoredu.org>

## **Rhode Island Commerce Corporation – P-TECH**

Rhode Island's P-TECH (Pathways in Technology Early College High School) initiative forges long-term partnerships between high schools, colleges, industry associations, and businesses. The goal is to provide students with the education and skills they need to succeed, and employers with a pipeline to the workforce of the future. Students enrolled in P-TECH programs take college-level courses while in high school, benefit from internships and mentoring, and graduate with a high school diploma and an industry-approved associate degree.

Business partners have a seat at the table in designing the program and ensure that changing industry needs are addressed in the curriculum. The P-TECH initiative creates opportunity for Rhode Island's students and a steady stream of talented, trained workers for its businesses.

**Contact:** Dan Sutton, Director of Education Partnerships at Rhode Island Commerce Corporation [Daniel.Sutton@commerceri.com](mailto:Daniel.Sutton@commerceri.com)



## **Project Lead the Way – High School Programs**

We create an engaging classroom environment unlike any other. PLTW empowers students to develop and apply in-demand, transportable skills by exploring real-world challenges. Through our pathways in computer science, engineering, and biomedical science, students not only learn technical skills, but also learn to solve problems, think critically and creatively, communicate, and collaborate. We also provide teachers with the training, resources, and support they need to engage students in real-world learning.

**Engineering:** From launching space explorations to delivering safe, clean water to communities, engineers find solutions to pressing problems and turn their ideas into reality. PLTW Engineering empowers students to step into the role of an engineer, adopt a problem-solving mindset, and make the leap from dreamers to doers. The program's courses engage students in compelling, real-world challenges that help them become better collaborators and thinkers. Students take from the courses in-demand knowledge and skills they will use in high school and for the rest of their lives, on any career path they take.

PLTW Engineering courses are part of the AP + PLTW engineering pathway.

**Biomedical:** Whether discovering new cancer treatments or teaching healthy lifestyle choices to their communities, today's biomedical science professionals are tackling big challenges to make the world a better place.

PLTW Biomedical Science students are taking on these same real-world challenges – and they're doing it before they even graduate from high school. Working with the

same tools used by professionals in hospitals and labs, students engage in compelling, hands-on activities and work together to find solutions to problems. Students take from the courses in-demand knowledge and skills they will use in high school and for the rest of their lives, on any career path they take.

PLTW Biomedical Science courses are part of the AP + PLTW biomedical science pathway.

**Teacher Profile:** No prior experience required

**PD Plan:** Two week in-person PD and school year support

**Cost to School:** PD/Curriculum costs waived for participating schools and districts

**Contact:** Suzanne Snow, Director of School Engagement at Project Lead the Way

[ssnow@pltw.org](mailto:ssnow@pltw.org)

## All Grade Levels

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### **SENEDIA – Defense Sector Externship**

**Description:** Are you curious about how your school and district can communicate opportunities in Rhode Island's defense sector to your students? Externships provide a unique professional development opportunity connecting the classroom to the workplace. They provide an experience in which teachers and school leaders spend time in a workplace to learn through direct experience about trends, skill requirements and opportunities in industries related to their subject in order to enrich and strengthen their teaching and bring relevance to student learning. SENEDIA will place up to five district teams in a defense industry externship. As a part of the experience, each individual will receive an overview of the defense sector, and resources and tools to support classroom instruction.

**Teacher Profile:** No prior experience required

**Cost to School:** None.

**Contact:** Linda Larson, Education Outreach Coordinator at SENEDIA

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