VIRTUAL WORKPLACE CAREER KIT

TAKE YOUR STUDENTS ON A JOURNEY THROUGH SOME OF AUSTRALIA'S MOST SOUGHT-AFTER INDUSTRIES.

VIRTUAL WORKPLACE CAREER KIT

Thank you for using the Skillsroad Virtual Workplace Career Kit. It's sure to add excitement to the classroom and help you guide your students on the exciting road to future work.

The Virtual Workplace Career Kit's lesson plan has been designed to support you in introducing your students to the world of work via an exciting interactive virtual reality experience.

Skillsroad's 360 Virtual Workplace immerses students in different work roles in various industries. They'll follow in the footsteps of actual employees, and experience a taste of the diversity of work available. The lesson encourages them to think differently about their skills and strengths, and to start considering how their skills might travel across industries to ensure a fulfilling career.

The lesson plan resources includes a student worksheet, a teacher worksheet and a teacher PowerPoint presentation. You will need approximately 60 minutes for the lesson, as well as access to the Internet to make use of the 360 Virtual Workplace tool.

THE LESSON CONSISTS OF THREE PARTS

Part one: Understanding why your skills & strengths are important for your future job

- Part two: Industries that currently have a skills shortage
- Part three: Exploring the world of work in 360 virtual reality

Teachers, career and transition advisors and other supporters, are encouraged to make the lesson plans their own, and use it in a way best suited to positively guide and mentor youth on their journey to career happiness and success.

DOWNLOAD YOUR RESOURCES ONLINE

Go to https://skillsroad.com.au/educators-and-advisors/downloadable-resources

Please do not hesitate to contact us for more information, or to provide feedback on the experience.

Kind regards The Skillsroad Team Let the journey begin!

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- **Step 1:** Tear apart the cardboard in the section where it says "detach here".
- **Step 2:** Unfold the cardboard and insert the tags into their corresponding spots for you to create the cardboard headset.

HOW TO SET IT UP ON YOUR PHONE

- **Step 1:** Get your mobile and open your Internet browser.
- Step 2: Go to 360.skillsroad.com.au to explore all the different industries in 360 VirtualReality.
- **Step 3:** Click on the 1st industry you would like to discover.
- **Step 4:** Rotate your phone to landscape mode and click on the glasses icon to change your phone view.
- **Step 5**: If you are having troubles with your phone rotating when you are in the industry you have chosen, you will need to go to your settings in your phone.

Settings > Safari > Privacy & Security > Motion & Orientation Access > Turn On

Step 6: Once you are immersed in the experience, you will need to hover over all the little icons you see throughout the virtual world, in order to see more.



360° VIRTUAL WORKPLACE – INTRODUCING YOUR STUDENTS TO THE VIRTUAL WORLD OF WORK

Finding the right career pathway can be an exciting yet daunting time in most students' and job-seekers' lives. Providing them with career-related content that is simultaneously engaging, informative and authentic can be a challenging task for teachers and career advisors, and students are often left without a clear plan when it comes to where to start their career journey.

LESSON PLAN DETAILS:

Length: 60 minutes

INCLUDED MATERIALS

- Teacher's presentation PowerPoint slides
- Teacher's lesson notes
- Student worksheet
- Cardboard headset including instructions for set-up

TEACHER'S LESSON NOTES

PART ONE:

UNDERSTANDING WHY YOUR SKILLS & STRENGTHS ARE IMPORTANT FOR YOUR FUTURE JOB



Teacher's presentation slides one to five: Why it's important to work towards your skills and strengths

Student's worksheet question one: Learning what your skills and strengths are **Minutes:** 0-10

Explain that this lesson is about exploring what it really looks like to work in different workplaces and understand the roles that people perform there.

Ask the students to picture what their dream job looks like. Encourage them to think about what their duties on the job would be. What does their environment look like? What skills and strengths would they need for their chosen role? Tell your students to answer question one on their worksheet: "What do I think my dream job would look like?"

Give them five minutes to complete this task.

Wrap things up: after the students have completed the task, ask some of them to share what environment they think they would be working in. Explain to them that matching their best skills and strengths will result in higher productivity, higher work satisfaction and overall long-term employment.

PART TWO:

INDUSTRIES THAT CURRENTLY HAVE A SKILLS SHORTAGE

Teacher's presentation slide six: Opening your eyes to the world of work

Student's worksheet question two: Time to explore your options and open your eyes Minutes: 10-30

Explain that your students are about to jump inside the world of work in 360 Virtual Reality - but before they do, explain the three concerns that young people usually associate with jobs of the future. The world of work is changing and students need to be aware that their dream job might not be their ideal job.

Firstly, some of the industries that we highlight (healthcare and hospitality) identify as having a skills shortage, which means students are more likely to get a job in these industries. Secondly, our Virtual Workplace aims to debunk common misconceptions that university degrees are mandatory to get into all jobs. We want young people to open their eyes and

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explore the various pathways to get into a job they are after (for example: traineeships in the business services sector can lead to further career development opportunities that they might not be aware of). Thirdly, the idea that there won't be many jobs in future due to the rise of manufacturing, automated processes and the increased use of robotics is not true - jobs are still necessary to operate these processes. On another note, it's important to highlight that there's always high demand in construction, given the current and future infrastructure projects planned.

Encourage your students to reflect and answer question two: "What are the top two skills you bring to the workforce?"

Once your students have completed this question, ask a few of them to share their responses. Then ask: what job titles do they think their chosen industry would cover? Most students will respond with generic responses based on the industry. For example: Construction - Project Manager, Carpenter, etc. However, you can also be a Financial Advisor or Marketing Coordinator in the construction industry. The aim of this exercise is to emphasise that an industry is not limited to certain roles. Instead, you could transfer your skills across most industries.

Another example: a typical office job. Explain that "office job" doesn't automatically mean doing data entry or being stuck on Excel. There is room for creativity, depending on the industry you pick. This could mean that you work as an Administrative Assistant in a digital company, which would be very different from working as an Administrative Assistant in a legal firm.

PART THREE: EXPLORING THE WORLD OF WORK IN 360 VIRTUAL REALITY

Teacher's presentation slides seven to fourteen: Let's jump inside the world of work

Student's worksheet questions three to six: Jump inside the world of work and see what it looks like in 360 virtual reality.

Minutes: 30-60

Activity: Get students to break into pairs. In their pairs they will work through their worksheet and complete questions three to six. It's time for them to explore the Skillsroad 360 Virtual Workplace, which allows them to jump inside the world of work and experience a day in the life of workers within a range of industries.

Direct students to 360.skillsroad.com.au

Set up the Skillsroad 360 VR Cardboard headsets. Students should look at the Cardboard Headset instructions to do so - this should take about five minutes.

Alternatively, if you have the Oculus Go headset on hand, you can download the Oculus app for free on your mobile and search for the 'Skillsroad Virtual Workplace'on the Oculus app store. Before delving into the Virtual Workplace, get your students to all fill out question three. Once your students have done this, get one of the students from each pair to go to the URL link to the Virtual Workplace, and tell them to select one workplace they would like to explore. As one student explores the first workplace, the other student should answer question four. After ten minutes, get your students to switch over, and get the one who has just finished on the VR headset to answer question four.

After about ten minutes, tell students to stop exploring and finish questions five and six. These questions encourage students to realise that skills can be transferable between different industries. Sometimes you don't realise what actually happens on the job until you try.

The overall outcome of this lesson plan is to highlight to students that it's a good idea to choose jobs based on their skills, because skills is what they'll be able to transfer between industries to match their passion.

STUDENT WORKSHEET

LEARNING WHAT YOUR SKILLS AND STRENGTHS	JUMP INSIDE THE WORLD OF WORK AND SEE WHAT IT LOOKS LIKE IN 360 VIRTUAL REALITY:
1. What does my dream job look like?	3. Before entering the Virtual Workplace , what types of skills do you think you will need in:
	a. The construction industry
	b. The creative industry
TIME TO EXPLORE YOUR OPTIONS AND OPEN YOUR EYES:	b. The hospitality industry
2. What are the top two skills I bring to the workforce?	
1	d. The manufacturing industry
2	
	e. The health industry

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4. Whilst one of you is exploring one industry in the Virtual Workplace, the other can head to https://skillsroad.com.au/careers/career-search to explore over 350 career options that might be of interest to you. Write down three industries that you think might suit your skillsets the most:

5. Which role do you think would suit your skillset, and how do you think you would be able to transfer these skills across two different industries?

a.			
c.	 	 	

5. Now that you have explored one industry in the Virtual Workplace, what are **three things** that surprised you most?

1	
2	
3	



WHAT DID **YOU AND YOUR STUDENTS THINK?**

The 360° Virtual Workplace Career Kit has been provided to you free of charge. There is no catch for this, all we would like to ask you is to tell us whether you and your students liked it. This will help us to improve the product experience going forward.

Head here: WWW.SURVEYMONKEY.COM/R/VIRTUAL-WORKPLACE-CAREER-KIT

and tell us what you think.

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