**How ‘appt’ is this for “On the Job”?**

[**https://www.onthejob.education/info.htm**](https://www.onthejob.education/info.html) **Suitable for students in Years 8 – 10**

**Duration: 1 - 3 Lessons (depending on the depth of discovery)**

**These lessons require students to explore one of the 12 categories that “On the Job” is based on in depth:**

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**Notes for Teachers**
These 1-3 lessons are based around all the categories.

The following Australian Curriculum: General Capabilities covered are:

* **Literacy**
* **Numeracy**
*  **Information and communication technologies**
* **Critical and creative thinking**
* **Personal and social capability**

And,
* ****Australian Curriculum: Cross Curriculum Priorities: **Aboriginal and Torres Strait Islander histories and cultures**

**Introduction:** “There are over 900 jobs on the website “On the Job” but very few have engaging and educational apps in the Activities section.

It is time this situation was changed! This is where you engage your students to discover apps that are: suitable, educational and above all engaging and fun so they can be included on the website. It might well be the time too to see if any of your students have created an app yet!

1. Get the students to go to the website:
<https://onthejob.education/info.htm>
2. Divide the students into pairs and allocate a category for each pair.
3. Get students to **explore the Activities**  (icon on left hand side) and the apps included for these jobs. They are usually to be found under the heading: Websites, Games & Apps.

Use the jobs provided in the table below:

* 1. stating on the student worksheet whether the app appropriate is for this job, or,
	2. if they can find a better app?

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| Houses & Buildings – Cabinetmaker |  | Community & Health – Dentist |  |
| Retail & Hospitality – Hairdresser |  | Office & Administration-Secretary/PA | A picture containing computer, drawing, sign, mirror  Description automatically generated |
| Environments – Horse Trainer |  | Leisure & Entertainment – the Choreographer |  |
| Transport and Travel - Flight Attendant |  | Research & Development – Marine Biologist |  |
| Information, Media & Telecommunications – Illustrator |  | Banking, Finance & Insurance - Accountant | A picture containing drawing, table  Description automatically generated |
| Manufacturing & Production – Fashion Designer | A picture containing drawing, game  Description automatically generated | Government & Defence –Park Ranger | A close up of a sign  Description automatically generated |

**NEW APPS for On the Job**

Ask the students to then choose another particular job in their category that they might like to explore further.

Students are to read the information about the job, go to the **Activities** and see if there are any Apps present for that job.

If there is an app – see if it is engaging and suitable.

If there isn’t an app – find one to suit at the following resources:

NB: You will need to notify your IT person to make sure that these resources are available to students. (YouTube videos are only available to students at home)

<https://www.commonsensemedia.org/lists/best-apps-for-kids-ages-13-17>

<http://www.techlearning.com/magazine/0007/top-100-apps-of-the-year/54558>

<http://bestappsforkids.com/>

<https://www.teachthought.com/technology/the-55-best-best-free-education-apps-for-ipad/>

Students are to decide which is the best app and write:

* 1. Where to find it: URL
	2. Target audience?
	3. Reflection: why is it a good app for students in high school, primary school, or, middle school?
	4. Is it
		1. Suitable for the job – why?
		2. Educational?
		3. Fun and engaging?

Send any discoveries to Frances.Moore@onthejob.education so that they can be put onto the website.

**App Development.

Ask the students about an appropriate app…**

What apps have you come across that you think should be shown or included in the website “On the Job”? Where?

If you were going to create an app for any of the above jobs what would it be about?

Get the students to share with a partner.

Ask the question of students: How would you go about creating this new app?