Employment (Lesson Plan)

Introduction Activity

- Objective: Take the first job given to you
- "Job Hunt Simulation" There should be colored plastic eggs. You can either set them on the table have everyone choose quickly. Or, you can hide in a room and they have to find only ONE. The rules are-->You must find the FIRST one and keep it.
- The jobs found in the eggs are entry level jobs. You can even have people hold up their "first job" so others can see. Emphasize that this may not be their favorite job, but they should still take their first job.
- Practice the handshake with all clients and eye contact. Say "Thank you for coming in. It is nice to meet you." Client shakes hand: "It is nice to see you too."

Concept Development: How to be a good worker! (GOOD WORKER TIP BAGS)

- BE ON TIME (Clock)
- Smile and be positive (Smiley face)
- Wear Clean Clothes (Professional Clothes)
- Make eye contact
- Firm handshake (You can have people step up to you, put out their hand and shake and smile for extra practice)
- WORK HARD

Improve Yourself Activity: If you do not get something the first time, try harder the second time. Work hard to get things done ON TIME.

Timed Marshmallow and chopstick challenge.

- You must transfer the marshmallows in the bowl to your cup in ONE minute.
- Try to move as many as possible.
- Each team should count their marshmallows
- Now you need to work harder and improve even more!
- Make sure you repeat again and emphasize the importance of trying even harder the second time. Improve your score.
- Good Effort and Practice help make a job go easier.

APPOINTMENT/JOB Time Management

Objective: Clients will understand that being on time in the United States is very important especially with appointments.

- Teacher will give a time of an appointment (Example: Doctor Appointment at 8:00. What time should I TRY to get to the Appointment so I'm not late?)
- Example. My appointment is at 2:00 PM. It takes 1 hour on the bus to get there. What time should I leave my house?











work hard now. it'll pay off later.













