

CAREERS IN IT : GAME-BASED WORKSHOP

COMMUNICATION & COLLABORATION > 2.3 ENGAGING IN CITIZENSHIP THROUGH DIGITAL TECHNOLOGIES

TARGET GROUP	AGE GROUP	PROFICIENCY LEVEL	FORMAT	COPYRIGHT	LANGUAGE
All, Job seekers	All	Level 2	Activity sheet	Creative Commons (BY-SA)	English, French

This is a workshop on IT careers. It is delivered via a card game based on the classic party game 'Time's Up!'

Preparation time for facilitator less than 1 hour

Competence area 1 - Information and data literacy

Time needed to complete activity (for learner) 1 - 2 hours

Name of author Aurelie Corvot

Support material needed for training 1 hourglass or timer A sheet of paper and pencil to note the results of each round

Resource originally created in French

WORKSHOP DIRECTIONS

1 Introduction

This activity is based on a card game which is in turn based on the party game 'Time's Up'. It is designed to help participants learn about various prevalent and important IT careers while challenging preconceptions and training oral expression. Before starting the activity, here are [the cards to download](#).

Facilitation tips : Before doing this activity, we recommend you do some research on careers in addition to those listed on the cards. You could also complement the activity with a moving debate for example.

2 The game

To start, divide participants into groups of 3-5. The game involves 3 parts, during which one player from each team needs to lead their teammates to guess the career on their card in 1 minute. Each card won gives the team 1 point.

Round 1 : For the first round, the chose player can speak as much as they want to help their teammates guess the name of the career in 1 minute. Play then moves to the next team and so on until every card is guessed.

Round 2 : In the second round, players can only use one word to help their teammates guess. This might seem difficult but the cards are the same as those of the previous round — it is mainly therefore an exercise in memorisation!

Round 3 : The third round involves miming only — card readers are not allowed to use word or speak at all. Be clever so teammates can guess as fast as possible! The use of any appropriate accessories that might be available is strongly encouraged. The team who gets the most points across the 3 rounds wins.