

# Guess My Job class event

AFTER

**This activity has been designed for you to do with your students after an Inspiring the Future Guess My Job event.**

## Why this activity is helpful for Inspiring the Future

This activity will reinforce the event in students' minds and keep them thinking about it and what they have learned. It also encourages them to find out about more jobs.

## How does it tie into the curriculum?

### Values

Inquiry and curiosity, diversity, equity, community and participation, respect, innovation

### Key competencies

Thinking, using language, relating to others, participating and contributing, managing self

### Learning areas

The arts, English, social sciences, technology

**This is also inquiry-based, self-directed learning.**

## Instructions

This activity is to recreate Guess My Job in class, with students playing the part of the role models.

1. Get your students into groups and either ask each group to choose a job (you could narrow it down to one from the community) or pick one yourself. Make sure they keep the job a secret from the rest of the class.
2. Each group (or they could pick a representative) will pretend to be a role model who does that job.
3. Give them some time to research and find out about the job (they can look up jobs on Tahatū Career Navigator: [tahatu.govt.nz/work/explore-career-ideas](https://tahatu.govt.nz/work/explore-career-ideas)). Encourage the students to dress up and to use props.
4. The rest of the class tries to guess what the job is using the Guess My Job 20 questions format.
5. Once the job is revealed, the group can tell the class all about the job.

Another option is to play charades. Ask students to volunteer and act out a job with no talking allowed. The rest of the class tries to guess what job they are acting out.

Want to include whānau/caregivers? Film the activity and post it in any whānau/caregiver communication tool you use, such as an app.