



EDUCATOR IN THE WORKPLACE

OVERVIEW

Educator in the Workplace is a professional development opportunity for the educational community to increase its understanding of today's business world and then relating that information back to the classroom. Evidence supports student motivation to learn is increased when students understand the relevance of the subject material and how what is being taught in the classroom is important to their community and future job opportunities.

The Educator will see "first-hand" what technology is used and how it is being used, what skills are essential to a particular job/workplace, and discover real examples of work applications for math, science, technology, language arts, and other curricular areas.

Primary goal of Educator in the Workplace is to help educators develop better understanding of workplace skills/expertise and then demonstrate to students that what is learned in the classroom has practical application. Bringing current workplace practices to the classroom will generate excitement and engagement of students.

SCOPE

Teachers, counselors, and administrators from local school districts and the Career Technology Center are invited to step into a business for a 2 - 4 hour period to meet directly with company officials and employees. Activities may include: company tour, discussion of organizational profile/mission, review of annual report/processes, job shadowing, and explanation of job tasks/job descriptions. Educators and employers will make scheduling arrangements and discuss directions to business, parking and business attire requirements.

At completion of business visit, educator will complete an evaluation describing how experience provided new insights to business world. Lesson plan changes resulting from Educator in the Workplace activities will be shared with Energy & Advanced Manufacturing Partnership for possible posting on website. Participating educators may earn Act 48 credits.

REQUIREMENTS

- Complete registration noting business/industry sector choice.
- Complete business visitor agreement (if applicable).
- Complete final evaluation

EXPECTED OUTCOMES

- Partnership between classroom and businesses for relevant, real-world applications.
- Curricula applications for Science, Technology, Engineering, Arts, and Math (STEAM).
- Innovative programming/lesson options.
- Qualified workforce pipeline capable of meeting 21st century work challenges.