COMPUTER SCIENCE CAREER CHALLENGE

DESCRIPTION OF SESSION
This session introduces Explorers to the wide array of computer science jobs, programming languages and education requirements through a web-based Jeopardy-style game format.

CATEGORY
- Exploring: Engineering & Technology, Science
- Life Skills: College & Career Prep, Computer Literacy
- US Department of Education: Information Technology, STEM

OBJECTIVES
By the end of this session, participants will be able to:
- List 5-9 careers within the computer science industry
- Identify 5-10 computer programming languages
- Understand training and education requirements for a career in computer science

SUPPLIES
- Computer with internet access, projector, and screen
- 2-4 game buzzers, one per team

PREPARATION
- Connect to the web-based Computer Science Career Challenge game by clicking playfactile.com/exploringresources
- The game host should familiarize himself or herself with the web-based Jeopardy-style game, particularly the scoring process, before starting the game with Explorers.
- OPTIONAL: Secure prizes for the winning team(s)
- Set up room with computer, projector, screen, team tables and team buzzers.
- Allow Explorers to study these notes before playing the game:
    - www.computerscience.org/resources/computer-programming-languages
    - www.computerscience.org/careers

ADVISOR NOTE: Text in italics should be read aloud to participants. As you engage your post in activities each week, please include comments, discussions, and feedback to the group relating to **Character, Leadership,** and **Ethics**. These are important attributes that make a difference in the success of youth in the workplace and in life.

ACTIVITIES
Reminder: Any time you use an outside source, be sure you follow the content owner's or website's permission requirements and guidelines.

Introduction
This is an introduction to the wide array of computer science jobs, programming languages and education and training requirements.

Activity
Computer Science Career Challenge
- Divide Explorers into two to four teams.

- Designate a game host (who will click questions and scores on the web-based game) and a time keeper. Both of these roles should be filled by adult leaders or tenured Explorers.
- Determine whether or not you will allow Explorers to use smartphones to search for answers during the game.
- Explain the following rules of the game:
    1. *Each team should select an announcer. This person will announce their team's final answer for each question.*
    2. *Each team will have 10 seconds to decide on their final answer. Only the announcer's verbal answer will be counted.*
    3. *You ARE/ARE NOT allowed to use your smartphones to research answers during the game.*

ADVISOR NOTE

Some sample questions are below. They are designed to help the participants apply what they have learned to their own interests. You are welcome to use these questions or develop your own questions that relate to your post or specific focus area.

REFLECTION

Focusing Questions	- *Do you know anyone who works in the computer science industry? What type of work does this person do?*
	- *What did you learn during the game?*
Analysis Questions	- *What does the design process have to do with computer science careers?*
Generalization Questions	- *What can you do now, during your time as a student, to prepare yourself for a career in computer programming?*

ADVISOR AND OFFICER REVIEW

After the meeting, address the following:

- Identify what was successful about the meeting.
- Identify what needed improvement.
- Schedule an officer and Advisor planning meeting to prepare for the next post meeting or activity.

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