

LEARNING EXPERIENCE BRIEF

JA Our Nation[®]

JA IN A DAY

■ Work and Career Readiness

JA Our Nation introduces students to the intersection of work readiness and fifth-grade social studies learning objectives, including how the free market system serves as an economic engine for business and careers.

The JA in a Day model consists of five kit-based, volunteer-taught sessions that include primary and secondary objectives from the traditional learning experience. Each JA in a Day session is 35–40 minutes. The JA in a Day implementation model will receive four Instructional Contact Hours upon registration.

LEARNING EXPERIENCE OBJECTIVES

Following participation in the learning experience, students will be able to:

- Identify the characteristics of a free market economy.
- Define entrepreneurship and explore the process of innovation.
- Understand that businesses need people with technical skills to support high-growth, high-demand jobs.
- Compare career clusters.
- Explore how the United States is tied to the global economy.

JA'S TURNKEY VOLUNTEER SOLUTION:

Join Junior Achievement's national network of volunteers and help students in your community connect the dots between what they learn in school and the "business of life"—work readiness, entrepreneurship, and financial literacy.

Personalized Placement

JA works with you to ensure you teach at the location and grade level of your choice.

Comprehensive Training

JA staff provides training so you are comfortable visiting the classroom. You will be trained in classroom management, understanding and delivering the JA curriculum, working with the classroom teacher, and communicating effectively with students.

Minimal Time Commitment

The time commitment is minimal compared to the significant investment you make. This elementary grade-level learning experience includes five 35-40 minute sessions all delivered in a single day.

Need more flexibility? JA learning experiences have options for remote live and recorded sessions, and flexible in-class implementation options. Work with your JA staff to determine the best solution for you and your educator.

JA provides you with the session plans and student materials you'll need to make every minute count.

JA Staff Follow-Up and Support

JA staff is available to answer your questions or make suggestions about your volunteer assignment.

JA Our Nation

Note: The *JA Our Nation* program kit is used for both traditional and JA in a Day implementation models. A separate JA in a Day Guide for Volunteers and Teachers is available for download and/or local printing.

CURRICULUM OUTLINE

1 Session One: Free to Choose Your Work or Business

Students are introduced to the nation's free market system and how it supports businesses and careers.

2 Session Two: Innovation Nation

Students experience how entrepreneurial thinking can spur new businesses and the opportunity for future income. Students are directed to an online playable that explores STEM careers and skills.

3 Session Three: Career Quest

Students examine career groups and the skills needed for a variety of careers.

4 Session Four: Get and Keep the Job!

Students identify important work-readiness soft skills necessary for career success.

5 Session Five: Global Connections

Students explore how the United States is connected to the global economy.

The learning experience focuses on the U.S. free market economy and introduces the need for entrepreneurial and innovative thinking to meet the needs of today's high-growth, high-demand careers. Selected learning experience pieces appear below.

Resources Poster

JA Our Nation®
Resources

Natural Resources
Things a business needs that occur naturally, such as air, water, minerals, and trees.

Capital Resources
Buildings, tools, machines, and money that businesses use to make products.

Human Resources
People who do the work a business needs.

Get and Keep the Job! Game Board

JA Our Nation®
Get and Keep the Job! Game

Game Objectives
Select an entry-level position and complete the game as quickly as possible.

Directions
• Place the game pieces on the START space. Touch the Get and Keep the Job! Game Card on the board.
• Take turns rolling the die. The player who rolls the highest number starts play. Play continues counter-clockwise.
• When a player passes the number of spaces marked on the die, that player indicates how many points are won or lost.
• Record the skills and cards on Page 2 of your log.
• Follow the directions when passed on a Pick a Card space.
• Play for 10-15 minutes, going around the board at least once, and up the points at the end of play. The player who rolls the most skills points wins.

Pick a Card
You have a choice of cards. Pick a card that will help you get and keep the job!

JA Our Nation Student Flier

JA Our Nation®
Free to Choose Your Work or Business

Student Resource Checklist

Resources

Guide for Volunteers and Teachers

Junior Achievement®
JA Our Nation®
JA in a Day

Guide for Volunteers and Teachers
Work Elementary Grades

Interactives

JA Our Nation®
Vocabulary Flash Cards

Session 1 Session 2 Session 3
Session 4 Session 5

16 Career Clusters

- Agriculture, Food, and Natural Resources
- Architecture and Construction
- Arts, Audio/Video Technology, and Communications
- Business, Management, and Administration
- Education and Training
- Finance
- Government and Public Administration
- Health Science
- Hospitality and Tourism
- Human Services
- Information Technology
- Law, Public Safety, and Security
- Manufacturing
- Marketing, Sales, and Service
- Science, Technology, Engineering, and Mathematics (STEM)
- Transportation, Distribution, and Logistics

Career ID Bookmark

Certificate of Achievement

successfully completed
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Certificates of Achievement