WORK-BASED LEARNING (WBL) TRAINING PLAN

WORK DESCRIPTION

Provide an overall description of responsibilities, tasks, and/or projects that comprise the WBL experience.

STUDENT BACKGROUND

RELATED ACADEMIC COURSE

Describe any related instructional topics which are provided concurrent with the WBL experience.

EDUCATION / CAREER GOAL(S)

Briefly describe the current long-term career goal(s) of the student as defined in the EDP.

PERSONAL OBJECTIVES

ACADEMIC ENRICHMENT

In what ways will these experiences enable you to enrich and apply academic skills (English, mathematics, science) to your life now and in the future (post-secondary training/education and workplace)?

CAREER DEVELOPMENT

How will these experiences help move you closer toward your career goals?

PERSONAL DEVELOPMENT (EMPLOYABILITY, INTERPERSONAL, WORK HABITS)

How will these experiences provide opportunities for you to improve your personal skills?

PERFORMANCE ELEMENTS / CAREER-SPECIFIC SKILLS

Choose three to five skills that will be a focus for this work-based learning experience. These should be related to the specific career goals. Ideas can be found for different industry areas and careers by using the Occupation Keyword Search at https://www.onetonline.org/, which will provide examples of tasks and work activities.

Examples from the above website:

- Resolving Conflicts and Negotiating with Others — Handling complaints, settling disputes, and resolving grievances and conflicts, or otherwise negotiating with others.
- Monitoring Processes, Materials, or Surroundings — Monitoring and reviewing information from materials, events, or the environment, to detect or assess problems.
- Assisting and Caring for Others — Providing personal assistance, medical attention, emotional support, or other personal care to others such as coworkers, customers, or patients.
- Working with Computers — Using computers and computer systems (including hardware and software) to program, write software, set up functions, enter data, or process information. ● Thinking Creatively — Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- Selling to or Influencing Others — Convincing others to buy merchandise/goods or to otherwise change their minds or actions.
- Controlling Machines and Processes — Using either control mechanisms or direct physical activity to operate machines or processes (not including computers or vehicles).

CAREER-RELATED SKILLS