

## ***Life Coach Lessons***

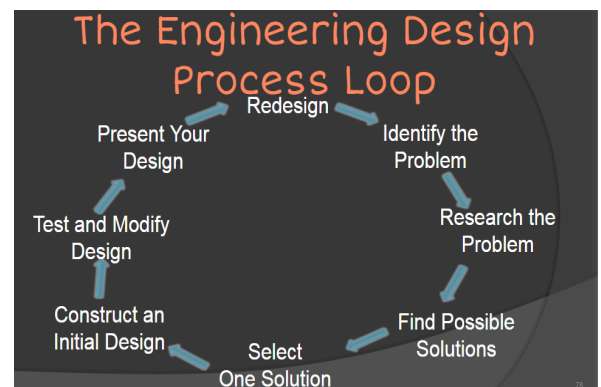
### ***Employability (Soft) Skills***

**Scenario:** You (and your classmates) are life coaches and are trying to mentor future employees about the necessary skills they will need to be successful in their careers. So, you have the task of creating and implementing a lesson plan including important information about a specific employability (soft) skill of your choice. You are in charge of researching and educating your mentees about how to be a respectable and effective employee in the workplace using these skills. The lesson will be broken down into 3 parts: **The “hook”, visual display and assessment activity.**


<b>How to Create a Lesson Plan</b>	
<b>Part I - “The Hook”</b>	
The “hook” should inspire and cause students to become very interested in the lesson introduction. This is a short introductory moment that captures what is interesting and engaging about the material and puts it out front. Examples would be a <b>video, animated video, online book, tiktok video, etc.</b>	
<b>Part II - Visual Display</b>	
The lecture should contain a visual display made on <b>Google Slides or any other type of presentation apparatus.</b> This should include terms and definitions that deal directly with the concept you are teaching. This will reinforce the information that you introduced in part I.	
<b>Part III - Assessment</b>	
After the “hook” and visual display, you will need to assess student learning. How did the student’s learn the important information? How do you know they learned it? This could be a <b>game, kahoot, quizlet, quiz, project, worksheet, or any type of assessment appropriate for your audience.</b>	

Before you create the lesson, you will need a lesson plan based on “The Engineering Design Process Loop.” The Progress Journal on the next page will need to be filled out with information while you are creating your lesson plan. This will give you an effective way to accomplish any task that has multiple parts.

**NOTE: The Progress Journal will need to be completed and updated throughout your project.**



# Lesson Plan Progress Journal

<b>Identify the Problem</b> <i>Put the <b>employability (soft) skill</b> you are teaching <b>here</b> --&gt;</i>										
<b>Research the Problem</b> <i>Look up information about the employability (soft) skill online and <b>put links here</b> --&gt;</i>										
<b>Find Possible Solutions</b> <i>Look up other people's lessons or ways to teach this employability skill and <b>put link(s) here</b> --&gt;</i>										
<b>"Hook"</b> <i>Put links to your <b>video, tiktok, online book, etc. here</b> --&gt;</i>										
<b>Visual Display</b> <i>Put links to your <b>Google Slides, Powerpoint, etc. here</b> --&gt;</i>										
<b>Assessment</b> <i>Put links to your <b>Kahoot, Quizlet, Quizziz, quiz, project, etc. here</b> --&gt;</i>										
<b>List of Employability (Soft) Skills</b>	 <table border="1"> <caption>Employability (Soft) Skills</caption> <tbody> <tr> <td>Communication</td> <td>Listening</td> <td>Problem Solving</td> </tr> <tr> <td>Technology</td> <td>Decision Making</td> <td>Organizing/Planning</td> </tr> <tr> <td>Teamwork</td> <td>Social</td> <td>Adaptability</td> </tr> </tbody> </table>	Communication	Listening	Problem Solving	Technology	Decision Making	Organizing/Planning	Teamwork	Social	Adaptability
Communication	Listening	Problem Solving								
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## Grading Rubric

Requirement	Points Possible	Points Earned
Progress Journal	4	
The “Hook”	2	
Visual Display	2	
Assessment	2	
Total	10	