

CAREER TASTER ACTIVITIES

Delivery: On Curtin Campus, At your school

One-hour career taster activities, giving your students a quick look into different majors.

Title	Relevant to Years:	Capacity	Aligned topics/major	Activity Description
Bridge the Gap	9-12	30 - 40	<ul style="list-style-type: none"> Human Resources Management 	Participants gain insight into the significance of HR and Management professionals in an organizational context. Through collaborative team-building exercises in diverse external scenarios, they have the opportunity to explore the influence of team culture on overall performance.
Charge and Deliver	9-12	30	<ul style="list-style-type: none"> Supply Chain and Logistics Accounting 	Participants engage in a simulated supply chain experience. Working in teams, they collaboratively assemble a product (e.g., an electric vehicle) for a designated customer. The teams race against each other to complete a set of tasks, including following an activity sheet, managing logistics routes for delivery, and ensuring financial accuracy in the process.
Consumer Conscious	10 - 11	50	<ul style="list-style-type: none"> Marketing Consumer Behaviour 	Students examine how advertisers use techniques like biometrics to influence purchases. The facilitator presents marketing campaigns and case studies illustrating the impact of consumer behaviour.
Design Thinking	9-12	30	<ul style="list-style-type: none"> Innovation Entrepreneurship Design Thinking 	After learning design thinking principles via several, smaller group activities, the students are given the challenge of solving a problem using their new skills, before presenting ideas to the group.
Economic Horizons	10-12	50	<ul style="list-style-type: none"> Economics Accounting Finance 	Students get an introduction to the world of economics and how the economic cycle will impact business decisions. Students will work in groups to make quick business decisions based on the economics overview provided by the workshop facilitator. Students' goals are to be the most profitable company by the end of the nine (9) rounds.
Marketing Mayhem	9-11	30	<ul style="list-style-type: none"> Marketing 	Participants apply the principles of the 4 P's of marketing (Product, Price, Place, and Promotion) by designing their own product based on a selection of three cards. Creativity abounds as students pitch their plans to teachers for a chance to win prizes.
Tourism Challenge	10 -12	60	<ul style="list-style-type: none"> Tourism and Hospitality 	Students will learn about sustainable destination development and the issues caused by over tourism. They will then apply their findings to real world tourism challenges and ideate ways to combat these issues.