



**CREATIVE
CAREERS**

Skills and Careers in the Creative Industries

Lesson Resource 2 of 2

Teacher Notes

- Slide 1: Title
- Slide 2-3: Icebreaker (2 mins)
- Slide 4-6: Recap on lesson 1 of 2 – introduction to the creative industries: (5 mins)
- Slide 7-8: Lesson objectives (3 mins)
- Slide 9: Students are not always able to identify or recognise the skills that they have. It helps to explore where skills might be gained. Perhaps use flipchart to make a note of the skills that the students identify from the areas of their lives listed on the slide. (5 mins)
- Slide 10: A list of core competencies that are required in many roles in the creative industries – this forms an introduction to the activity on the next slide. (5 mins)
- Slide 11: Activity in pairs – distribute worksheet and encourage students to discuss the different competencies and where they may have gained or used those skills. Encourage students to ask their partners if they agree with perceived level of competency (10 mins)
- Slide 12: Discuss with students why it is important to understand your skills strengths and where you may use this knowledge (5 mins)
- Slide 13-16: Quickly recap 12 subsectors of creative industries, the breadth of roles available and skills shortages in preparation of key lesson activity. (5 mins)
- Slide 17: Either on computers or on phones, ask the students to open <https://discovercreative.careers>
- Slide 18: Explain how the site works. ‘Start exploring’; select skills strengths and interest preferences from the tags (I enjoy...); click on search results (note job profile content held on partner sites – sector specific skills or development agencies or trade organisations) (15 mins)
- Slide 19: Discover Creative Careers Week (3 mins)
- Slide 20: Learning Check (2 mins)