



WORK BASED LEARNING INFORMATION

The purpose of the work-based learning experience is to provide authentic learning experiences to students that link academic, technical and professional skills.

GUIDING PRINCIPLES

1. Work-based learning experiences must occur at a work site.

A work site also can exist virtually or within the school facilities. Work-based learning hours should never occur during instructional time and should otherwise not overlap or interfere with teacher-led activities. All work sites should include regular interaction with community members as is commiserate with the typical experience of that industry.

2. Work-based learning experiences must be co-supervised by an instructor or other educational representative and an employer or business mentor.

Co-supervision can occur in groups, through the use of technology or through any other appropriate measures, especially those that allow for supervision of multiple student experiences to be as efficient as possible. However, frequent in-person instructional visits can be valuable too; the student, instructor or educational representative, and employer or business mentor should work together to design a supervision.

3. A learning agreement built on professional, academic and technical competencies aligned to the student's program of study, student success or graduation plans must be in place.

Learning agreements should be developed in partnership with all relevant stakeholders, including, but not limited to, the student, parent and/or caregiver, employer or business mentor and instructor or other educational representative. Learning agreements and other documentation of the work-based learning experience (including financial records, evidence of planning, student reflections and supervisor evaluations) can and should be considered as a source of data for demonstrating student growth.





CLAY HIGH SCHOOL CAREER PATHS

ADVANCED MANUFACTURING & MACHINING

Students develop engineering skills using technically advanced plans for complex projects using AutoCAD Prints and MasterCAM.

Students understand tool pathing and automated manufacturing while working with local employers in advanced manufacturing facilities.

Entry Level Careers: CNC Operator, Inspector, Machinist, Metal Fabricator, Mold Maker, Pattern Maker, Quality Control, Tool & Die Maker

CONSTRUCTION TRADES

Students will understand building and mechanical knowledge in both residential and commercial application through job site experiences.

Students will use technology such as new software, apps, and devices allowing students to work more efficiently and ultimately gain the company more profit.

Entry Level Careers: Brick Block Cement Mason, Carpenters Apprentice, Construction Technician, Drywall Technician, General Contractor, HVAC Technology, Union Trades

MARKETING

Students will develop and implement marketing strategies and techniques within marketing communications, management and research.

Students will generate ideas for new products and services through operation of the school store, The Eagle Exchange and Sun Federal Credit Union.

Entry Level Careers: Property Manager, Real Estate, Merchandise Displays, Cashiers, Retail Salespersons, Receptionist, Bookkeeping, Customer Service

AGRICULTURAL & ENVIRONMENTAL TECHNOLOGIES

Students have valuable hands-on experiences in Aquaculture, Taxidermy, Animal Handling, Floral Design and Greenhouse Management.

Agricultural Education students have the opportunity to participate in numerous activities each year through their membership in FFA.

Entry Level Careers: Agricultural Managers, Animal Caretakers, Forest & Conservation Workers, Grounds Maintenance, Turf and Landscape Technician

COSMETOLOGY

Senior students will spend up to 150 hours in a salon learning new and advanced techniques, preparing them for the State Cosmetology Board Exam.

Cosmetology students have the opportunity to learn from industry professionals by attending classes and hair shows. Students also operate a full-functioning salon.

Entry Level Careers: Beauty Consultant, Color Technician, Cosmetologist, Hair Color Tech, Make up Artist, Nail Technician, Receptionist, Supply Tech

MEDICAL TECHNOLOGIES

Students assess and care for patients in local care facilities practicing skills developed in a professional lab environment by a highly qualified healthcare educator.

Students will develop skills leading to industry credentials including Patient Care Technician (PCT) and American Heart Association CPR.

Entry Level Careers: Patient Care Technician, Phlebotomist, Medical Assistant, Home Health Aide, Recreational Therapist, Unit Clerk, Doctor Office Staff Nurse





CAREER TECH PROGRAMS

AUTOMOTIVE TECHNOLOGIES

Students will operate State-of-the-Art Diagnostic Tools while troubleshooting real-world customer owned vehicles in a professional shop environment.

Students enroll in an ASE Master Certified Training Program that has proven to meet strict industry standards for tools and equipment, and instructor qualifications.

Entry Level Careers: Automotive Service Technician, Estimator, Maintenance & Light Repair Technician, Parts Manager, Service Writer, Transmission Technician

CULINARY ARTS

Students work with professional Chefs to create gourmet foods, cakes and pastries with artistic presentation and earn ProStart and ServSafe Certifications.

Students Design professional menus, manage staff and operate our own Golden Eagle Cafe. We are members of ProStart/National Restaurant Association.

Entry Level Careers: Apprenticeship Chef, Baker's Assistant, Banquets & Catering, Cook, First-Line Supervisors, Food Service Managers, Matire D'

MUSICAL THEATRE

Performers learn to read and write the language of music and understand its concepts and functions. Students are also introduced to dance techniques within Musical Theatre.

Vocal skills and musical expression are developed through individual and ensemble repertoire and performance, exploring connections between dance, music and theatre.

Entry Level Careers: Musicians, Actors, Choreographers, Costume Attendants, Media and Communication Workers, Lighting Technicians

COMPUTER SCIENCE

Students will design and program robots, games, mobile application and 3D modeling/animations using commercial and open source programs and applications.

Students will create event-driven programs using object oriented programming techniques for use in web based and stand alone applications.

Entry Level Careers: Computer User Support Specialists, Software Developer, Software Engineer, IT Technical Support, Customer Service

ENGINEERING DESIGN & DEVELOPMENT

Students prepare professional plans using Autodesk software packages allowing for imagination, creativity and application of concepts to hands-on projects.

Students work with local engineers and architects to create solutions using modeling software, 3D printers and large format plotters with an inventive presentation.

Entry Level Careers: Engineering Technician, Mechanical Design CAD Drafter, Civil CAD Drafter, Electrical CAD Drafter, Line Operator, 3D Printing Technician

TEACHING PROFESSIONS

Students will develop skills and knowledge leading to industry credentials including Parapro, allowing students to work as a paraprofessional upon their 18th birthday.

Students will create lesson plans and curriculum to engage students within the classroom, implementing various educational technologies.

Entry Level Careers: Self-Enrichment Teachers, Coaches & Scouts, Teaching Assistant, Childcare Workers, Preschool Teachers





TYPES OF WORK BASED LEARNING OPPORTUNITIES

Off-site Placement or Internship

In an off-site placement or internship experience, the student is a paid employee or non-paid intern for a business or community partner. The student performs tasks and demonstrates skills necessary for the operation of the business or organization, as determined by the employer with additional guidance from the instructor or educational supervisor. In this type of work-based learning experience, work occurs off-site and can take place during school hours or when school is not in session.

Apprenticeship/ PreApprenticeship

Pre-apprenticeships offer students an opportunity to participate in work-based learning experiences in designated occupations or industry sectors in preparation for formal registered apprenticeship training programs. Pre-apprenticeships follow recognition procedures as outlined by ApprenticeOhio. Apprenticeships have similar but distinct registration requirements through ApprenticeOhio to teach a skilled occupation pursuant to a registered apprenticeship agreement. Apprentices must be at least 16 years old, except when a higher minimum age standard is fixed by law.

Remote or Virtual Placement

In a virtual or remote placement experience, the student is a paid employee or non-paid intern for a business or community partner, but work-based learning most often takes place outside of the physical location of the employer. The student performs tasks and demonstrates skills necessary for the operation of the business or organization, as determined by the employer with additional guidance from the instructor or educational supervisor. Work can be completed during school hours or when school is not in session.

Entrepreneurship

In an entrepreneurship experience, the student operates his or her own business or service, including oversight of all operational and risk management decisions. The student performs tasks and demonstrates skills necessary for the operation of the business, as determined in a business plan with input and guidance from the instructor or educational supervisor, as well as an external business mentor. Facilities, resources and equipment can be provided by the school or an outside source, if necessary. Work can be completed during school hours or when school is not in session.

School-Based Enterprise

In a school-based enterprise, students work cooperatively to operate a business or service, with facilities, resources and equipment most often provided by the school. The students perform tasks and demonstrate skills necessary for the operation of the business, as determined in a business plan with input and guidance from the instructor or educational supervisor, as well as an external business mentor. The experience can be structured as a partnership or cooperative with an outside entity; when this is the case, a partnership agreement should define roles, responsibilities and profit distribution between participants.

Simulated Work Experience

In a simulated work experience, the student works cooperatively with a business mentor to perform work in a simulated environment. The student performs tasks and demonstrates skills necessary for success in a particular industry, as determined by the business mentor with input and additional guidance from the instructor or educational supervisor. The student should have the opportunity to practice interaction with customers or community members as is commensurate with the typical experience of the industry. Work can be completed during school hours or when school is not in session.

FOR ADDITIONAL INFORMATION,
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