

## **Career Capture**

### **OVERVIEW**

The "Career Capture" learning combines online interaction, music, video, and scrapbooking to make a truly unique experience for the user. Beginning the game, users choose to follow three women in technology-related careers or learn about women of the past who were part of technology firsts.

One option is to learn more about Lady Augusta Ada Lovelace from London , England , the very first computer programmer from the 19 th century. Another option is to follow Jill, a marine biologist in Sydney, Australia. Users shadow Jill as she mentors a young girl and shows how technology helps her learn about whales and other marine life around the world. At the end of the journey, users can create a scrapbook page documenting their adventures.

### **OBJECTIVE**

To introduce students to technology careers and female pioneers in technology.

### **AUDIENCE**

Middle school level students

### **ESTIMATED TIME**

30 - 45 minutes

### **NUMBER OF VOLUNTEERS**

Volunteers can help facilitate the event. One volunteer for every 10 students.

### **METRICS**

Pre and Post survey will measure attitudinal change

### **GETTING STARTED**

The Cisco AAM (Area Academy Manager) can help you identify an academy in your area who can host the event.

### **HELPFUL RESOURCES**

*To print this page, right-click and select "Print."*

- PCs, ideally one per student
- Internet Connection
- [Career Capture Web Site](#) (Right-click to copy link location)
- [Pre-Event Questionnaire Template.doc](#) 
- [Post-Event Questionnaire Template.doc](#) 