

Go To Find Training	Enter Zip Code + Filters	Choose a School or Program	Save or Bookmark Info	Plan Career Timeline	Prepare to Apply	<b>FINISH</b> Career Reflection Zone
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Perfect Match!  
Roll Again

# SKILLPOINTE - THE CAREER QUEST



Talk to an AI Coach Again	Compare With Your Quiz Match	Choose an Industry	Visit Explore Career Pages	Feeling Unsure? Lose a Turn to Ask AI	Save the Career You Liked the Best	Talk to the AI Career Coach
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Use your eraser as a game piece. Roll the number cube.

The student who rolls the highest number starts the game. Roll the cube again and move your game piece forward.

Take turns playing. The first one to reach the "Finish" square wins the game.

Pick A Career Pathway


<b>START</b> Your Career Quest Begins	Go to <a href="https://www.skillpointe.com">SkillPointe.com</a>	Take the <u>Quiz</u> to Match Your Skills	View & Save Results	Unlock Personality Profile	Forgot To Save Go Back 2 Spaces	Return to Quiz Results
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# SKILLPOINTE CAREER QUEST – Homeschool Instructor Step-by-Step Guide

## 1) Quick overview

- Grade levels: Best for upper elementary → high school (grades 4–12). See differentiation below.
- Learners: 1–4 students (small-group/homeschool class).
- Time: 30–45 minutes (setup 5 min, gameplay 20–30 min, reflection 5–10 min).
- Goal: Practice career exploration skills by using SkillPointe (quiz → career matches → training), practice decision making, and reflect on next steps.

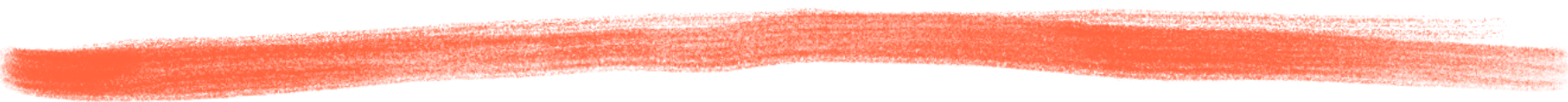
## Quick teacher tips

- Encourage students to save results (the board emphasizes “Save Results” – remind them).
  - Keep web interactions short (2–3 minutes max) so the game keeps moving.
  - Rotate roles (note-taker, timekeeper) so each student practices organization and leadership.
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## 2) Materials (what to print/bring)

- Printed board (8.5"×11" PDF you uploaded) – color recommended.
- 1 six-sided number cube
- 1 token per student (eraser, coin, button)
- Pens / sticky notes for saving career names & traits
- Timer/clock (optional)
- Device (tablet/PC) to open SkillPointe when the group visits the site (link appears on the board).


## 3) Setup (teacher actions – 5 minutes)

1. Print and place board on table where everyone can reach.
  2. Give each student a token; put all tokens on START.
  3. Assign a note-taker (rotating role): records saved career names, quiz percentages, and any reflection notes.
  4. Open SkillPointe on a device (optional) to demo Step 1 when players land on Quiz spaces. The board includes the SkillPointe URL
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#### 4) Game rules (short)

1. Highest roller goes first. Players roll one die and move forward that many spaces.
2. Follow the text on the space (e.g., “Take the Quiz,” “Talk to the AI Career Coach,” “Perfect Match! Roll Again”).
3. Special spaces on the board: Forgot To Save – Go Back 2 Spaces; Feeling Unsure? – Lose a Turn; Perfect Match! – Roll Again. (These are on the printed template.)
4. First player to land exactly on FINISH / Career Training Success wins

#### Differentiation & adaptations

- K–2 (younger kids): Simplify language, skip website steps. Make it about “what you like” and “what you’re good at.” Use picture cards for careers. Reduce board movement (use just START → mid → FINISH).
  - Grades 3–5: Play full board but teacher handles web steps; students talk through choices. Use group reflections.
  - Grades 6–12: Full gameplay + real SkillPointe interactions, deeper reflection, and assign a follow-up research task (e.g., find one local training program and bring details).
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## 5) Step-by-step teacher script & actions during play

Use these scripted prompts and teacher moves to keep play focused and educational.

1. Before starting (1–2 min): “We’re playing SkillPointe Career Quest. The aim is to explore careers and find training resources. I’ll read space instructions and help with any website steps.”
2. First roll: “Highest roller begins. When you land on a space, read it aloud and we’ll follow the directions.”
3. If a player lands on a Quiz space: Guide them to the device or demo the quiz: “Go to SkillPointe.com → Take the Quiz → View your results. Save the top career and percentage on your note sheet.” (Board lists this flow.)
4. If a player lands on AI Coach / Talk to AI: Role-play a short interaction if you don’t open the website: e.g., Student asks 1 question about the career; teacher or other student answers using prior quiz results. If online, allow 2–3 minutes for real AI chat.
5. If a player lands on Explore Careers / Compare with Quiz Match: Ask: “Does this job match your top Quiz result? Why or why not?” Note answers.
6. If a player lands on Find Training / Enter Zip Code: Demonstrate entering a zip code and filters (or simulate by discussing what filters matter—distance, degree type).
7. Special tiles (teacher enforces): “Forgot to Save? Move back 2 spaces.” “Perfect Match? Roll again.” “Feeling Unsure? Lose a turn—use that turn to reflect.”
8. When someone wins: Celebrate and give the certificate (see template below).

## 6) Reflection & assessment (5–10 minutes)

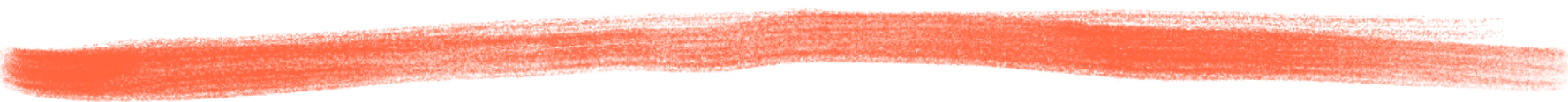
After the game, lead a short reflection using these questions:

- Which career(s) on your notes had the highest match %? Why did you like it?
- What surprised you from the Personality Profile or Attributes?
- Which training option seemed like the best next step? Why?
- What one action can you take this week to learn more (watch a video, contact a school, research day-in-the-life)?

Assessment (informal): Use a 3-point checklist for each student:

- Identified at least one career match (Yes/No)
- Named one training option (Yes/No)
- Wrote one next step/action (Yes/No)

## 7) Cross-curricular extensions

- ELA: Students write a short 1-page reflection about a chosen career.
  - Math: Use percentages from quiz matches to make a bar chart comparing top 3 careers.
  - Social Studies / Civics: Research careers' local economic impact or required certifications.
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## 8) Digital / remote play option

- Use a shared slide with the scanned board as an image; each student has a colored token (shape in slide).
- Use an online die roller (teacher shares results).
- When players land on Quiz or AI: teacher shares screen to run SkillPointe demo or gives a 2–3 minute break for individual exploration.

## 9) Certificate of Exploration (teacher printable)

Use this short template – copy into a document and print for the winner.

### Certificate of Exploration

This certifies that [Student Name] has completed the SkillPointe Career Quest and explored career pathways toward their future.

Date: \_\_\_\_\_

Teacher: \_\_\_\_\_

Signature: \_\_\_\_\_

