

CAREER CARDS

3 IDEAS FOR USING CAREER CARDS



1 ANCHOR CHART

Put these cards up on the wall as an instructional support when you are teaching about careers. Which careers look most interesting? What might your students want to do?

2 EARLY FINISHER ACTIVITY

Help students explore careers by looking through and reading the cards. Could they write about the career, or draw themselves doing that job?

3 CREATIVITY CHALLENGE

Have students pull 3 cards at random, then look at those careers. What type of collaborative project could those 3 professionals put together? Sketch or draw some ideas.

You can find more information about art careers in AOEU's FLEX Curriculum!

Print Tip: Choose 2-sided and short-edge binding.

ANIMATOR



ARCHITECT



ARCHITECT

A DAY IN THE LIFE

Architects create designs for buildings like homes and businesses. They may draw designs by hand or use computer programs. On an average workday, they might show clients their plans and blueprints. They may conduct site visits. They monitor progress by following timelines and budgets.

SKILLS NEEDED

- Creativity
- Communication
- Best practices in design
- Drafting and sketching
- Mastery of design software
- Knowledge of building codes
- Project management: planning and keeping projects on track

TOOLS & MATERIALS

- Computer or laptop
- CAD software
- Drafting pens and paper
- French curve, T-square, and scale
- Drafting table

ANIMATOR

A DAY IN THE LIFE

Animators create moving images for TV, film, and video games. They create 2D, 3D, or digital art. They make art in a series of images called frames. These mimic movement when combined. Then, they use the computer to create their animation. Animators often work in teams to complete projects.

SKILLS NEEDED

- Creativity
- Artistic ability: drawing
- Time management: spending time wisely
- Digital design and animation skills
- Collaboration: ability to work with others

TOOLS & MATERIALS

- Computer
- Design software
- Animation software
- Art supplies
- Drawing table

ART THERAPIST



CERAMICIST



CERAMICIST

A DAY IN THE LIFE

Ceramicists create objects from clay. These items can be for function or decoration. They use methods such as handbuilding and wheel throwing to create their artwork. Ceramicists may work with many types of clay.

SKILLS NEEDED

- Artistic ability: 3D design
- Creativity
- Knowledge of the elements of art and principles of design
- Mastery of clay techniques
- Time management

TOOLS & MATERIALS

- Clay
- Clay tools
- Potter's wheel
- Kiln
- Glazes

ART THERAPIST

A DAY IN THE LIFE

Art therapists use art to help people's mental health. Each day has many tasks. Art therapists talk to patients and make therapy plans. They plan art activities. They make phone calls or email other healthcare workers to make plans. They manage written records about how their patients are doing.

SKILLS NEEDED

- Listening
- Speaking
- Writing skills
- Empathy

TOOLS & MATERIALS

- Computer or laptop
- Internet
- Pen
- 2D and 3D art supplies

COURTROOM SKETCH ARTIST



FASHION DESIGNER



FASHION DESIGNER

A DAY IN THE LIFE

Fashion designers plan and create clothes. They might create other items like handbags. They may select fabrics, prints, colors, and themes. They also sketch designs. They may meet with other designers and clients.

SKILLS NEEDED

- Artistic ability: drawing
- Tailoring knowledge
- Collaboration: ability to work with others
- Problem-solving
- Self-direction

TOOLS & MATERIALS

- Computer and CAD software
- Dress forms
- Scissors
- Fabric, needle, and thread
- Sewing machine

COURTROOM SKETCH ARTIST

A DAY IN THE LIFE

Courtroom sketch artists draw trial scenes. They work for news outlets. They get special permission from the court. On each day of a trial, they arrive early to get a seat with a clear view. They watch every part of a trial. This can take a few days or several months. They sketch quickly and turn their work in daily.

SKILLS NEEDED

- Artistic ability: drawing
- Attention to detail
- Critique: receiving feedback
- Knowledge of trial proceedings
- Observation

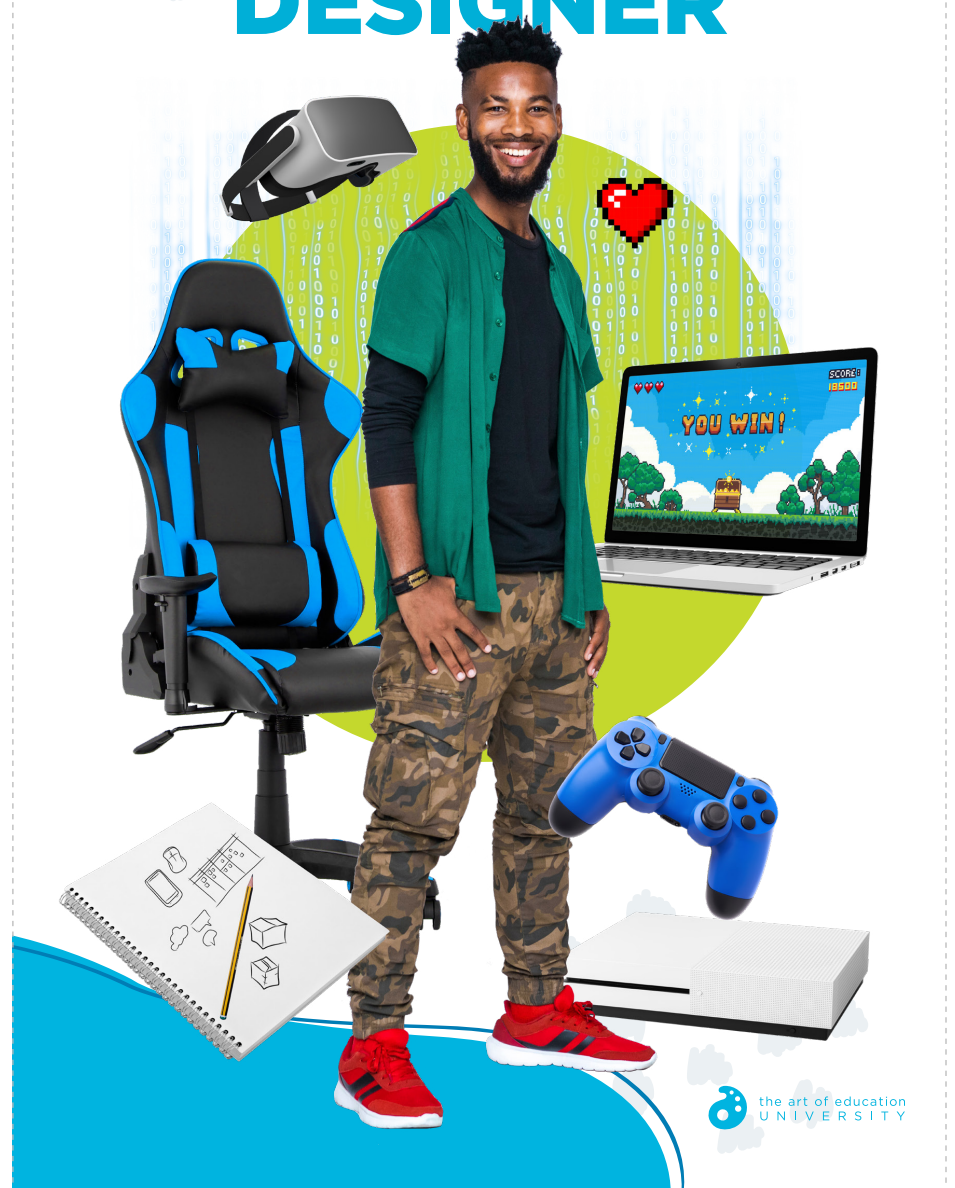
TOOLS & MATERIALS

- Sketch paper/pad
- Pencil or other drawing materials
- Binoculars

FLORAL DESIGNER



GAME DESIGNER



GAME DESIGNER

A DAY IN THE LIFE

Game designers create video games. Some focus on one area of game creation. They design levels, worlds, characters, and gameplay rules. They begin with sketches and storyboards. They work with programmers to code their designs. They create models and have them tested. They fix technical issues and bugs.

SKILLS NEEDED

- Artistic ability: drawing, graphic design, 3D animation
- Creativity
- Collaboration: ability to work as a team
- Problem-solving
- Proficiency in computer programming

TOOLS & MATERIALS

- Sketchbook/digital sketch pad
- Computer
- Game console
- Design software
- Bug tracking software

FLORAL DESIGNER

A DAY IN THE LIFE

Floral designers create bouquets, centerpieces, and wreaths. They choose, care for, and arrange flowers. Many work in shops where they help customers. They may need to start early to buy flowers. Some work in warehouses arranging flowers ordered online. They may work extra hours when large events come up.

SKILLS NEEDED

- Artistic ability: understanding of composition, color, and texture
- Knowledge of flower types and care
- Time management
- Communication: listening and speaking

TOOLS & MATERIALS

- Flowers and plants
- Wire, tape, and ribbon
- Foam
- Cutters
- Water and vases

GRAPHIC DESIGNER



INTERIOR DESIGNER



INTERIOR DESIGNER

A DAY IN THE LIFE

Interior designers create designs for homes and offices. They make plans that are functional and beautiful. On a typical day, they might meet with clients and use design software. They may track and set project timelines and inspect sites.

SKILLS NEEDED

- Creativity
- Communication: listening, speaking, and writing
- Best practices in design
- Drafting and sketching
- Mastery of design software
- Project management: planning projects and keeping them on track

TOOLS & MATERIALS

- Computer/laptop
- Design software
- Pen and pencil
- Notepad or sketchbook

GRAPHIC DESIGNER

A DAY IN THE LIFE

Graphic designers make images to share brands and ideas. They design logos and graphics. They design materials for online and printed products. These products include ads, books, websites, and packaging. They may use computers or draw by hand. They choose images, colors, and words that share the message best.

SKILLS NEEDED

- Creativity
- Communication: listening, speaking, and writing
- Drawing
- Time management
- Technology skills

TOOLS & MATERIALS

- Computer
- Design software
- Art supplies
- Drawing table

JEWELRY DESIGNER



LANDSCAPE ARCHITECT



LANDSCAPE ARCHITECT

A DAY IN THE LIFE

Landscape architects plan outdoor areas like parks, gardens, and playgrounds. They design on the computer, research, and plan materials and budgets. Some days, they present to clients or visit a site. At a site, they might sketch, take photos, look at plants, or observe how the space is used.

SKILLS NEEDED

- Design skills
- Understanding of plants, stormwater, and pedestrian movement
- Budgeting: planning how to spend money
- Technology skills
- Collaboration: ability to work with architects, contractors, and communities

TOOLS & MATERIALS

- Computer
- CAD Software
- Construction materials and equipment
- Office software
- Plants

JEWELRY DESIGNER

A DAY IN THE LIFE

Jewelry designers plan and create jewelry. On a typical day, they may select metals, stones, and other materials. They meet with clients. They sketch designs. They create prototypes. They may also work with jewelers and metalsmiths.

SKILLS NEEDED

- Collaboration: ability to work with others
- Communication: listening, speaking, and writing
- Creativity
- Drawing
- Mastery in metalsmithing

TOOLS & MATERIALS

- Computer or laptop
- CAD programs
- Jeweler's tools
- Metals
- Gemstones

METALSMITH



PHOTO-JOURNALIST



PHOTO-JOURNALIST

A DAY IN THE LIFE

Photojournalists record news stories through photos. They receive tasks from news editors. Then, they travel to take photos of events, places, and people. They select the best images to tell a story. Their photos are shared by news outlets, magazines, and websites. Images are often shared with a script or text.

SKILLS NEEDED

- Best practices in lighting and photo editing
- Communication: listening, speaking, and writing
- Creativity
- Critique: ability to receive feedback
- Knowledge of journalistic ethics and laws
- Observation

TOOLS & MATERIALS

- Camera
- Equipment (tripod, flash)
- Computer
- Photo-editing software

METALSMITH

A DAY IN THE LIFE

Metalsmiths create products or artwork out of metal. These may include tools, parts, jewelry, fences, beams, and railings. They may also make sculptures out of metal. Some metalsmiths run their own studio where they work with customers. Others make and sell parts or items for different companies.

SKILLS NEEDED

- Artistic ability: 3D design
- Communication: listening and speaking
- Understanding of metals
- Skills in joining and shaping metals
- Knowledge of safety rules

TOOLS & MATERIALS

- Metal
- Torch
- Fire extinguisher
- Hand tools
- Power tools

VISUAL EFFECTS ARTIST



WEB DESIGNER



WEB DESIGNER

A DAY IN THE LIFE

Web designers develop the visual appearance of websites. They meet with clients to understand their goals. They research how the site will be used. They may design a website from scratch or improve one that's already made. They update the website or add more pages based on feedback.

SKILLS NEEDED

- Artistic ability: graphic design
- Attention to detail
- Knowledge of computer programming languages and web design software
- Collaboration: able to work with others
- Critique: giving and receiving feedback

TOOLS & MATERIALS

- Computer
- Internet
- Graphic design software
- Web design software

VISUAL EFFECTS ARTIST

A DAY IN THE LIFE

Visual effects artists make and edit effects on video. They spend most of their time working on a computer. Some artists do clean-up work to remove green screens. Others adjust lighting. Some effects artists work on video games, and others on films, TV shows, or ads. They might go on set as advisors.

SKILLS NEEDED

- Understanding of physics and lighting
- Mastery of special effects software
- Problem-solving
- Critique: ability to give and receive feedback
- Collaboration: ability to work with others

TOOLS & MATERIALS

- Computer
- Specialized monitor
- Special effects software
- Tablet and drawing stylus