

## STUDENT, PARENT AND STAFF WORKSHOP THEMES

Model	Theme	Phases of Exploration
CareerVisions	<ul> <li>Career Development</li> <li>Career Explorations</li> <li>Career Readiness</li> <li>Job Readiness</li> </ul>	<ol> <li>Identity, Interests &amp; Assets</li> <li>People</li> <li>Places</li> <li>Trends, Technology, Safety, Media, and Crimes</li> <li>Social Issues</li> <li>Action Project</li> </ol>
Community Change	<ul> <li>Civic Engagement</li> <li>Community Organizing</li> <li>Community Service</li> <li>Service Learning</li> <li>Social Action</li> </ul>	<ol> <li>Identity, Interests &amp; Assets</li> <li>Problem Selection</li> <li>Causes of the Problem</li> <li>Effects of the Problem</li> <li>Interventions to the Problem</li> <li>Action Project</li> </ol>
Foodpreneurs	<ul> <li>Culinary Arts</li> <li>The Food Industry</li> <li>Healthy Eating</li> </ul>	1. Identity, Interests & Assets 2. Safety, 3. Diet & Nutrition 4. Careers & Economics 5. Social Issues 6. Action Project

Legacy	<ul> <li>Cultural Education</li> <li>Multicultural Education</li> <li>Diversity, Equity &amp; Inclusion</li> </ul>	<ol> <li>Identity, Interests &amp; Assets</li> <li>The Past</li> <li>The Present</li> <li>Geography</li> <li>Social Issues</li> <li>Action Project</li> </ol>
The Black Experience	<ul> <li>Black Studies</li> <li>Cultural Education</li> <li>Multicultural Education</li> <li>Diversity, Equity &amp; Inclusion</li> </ul>	Students choose to explore one of the following sub-themes: 1. Cultural Awareness/Cultural Relevancy/Diversity, Belonging, Equity & Inclusion 2. Justice 3. Culture 4. Economics 5. Education 6. Entertainment 7. Health 8. Leadership 9. Politics 10. STEAM Each sub-theme has six phases that conclude with an action project.

The Latino Experience	<ul> <li>Latino Studies</li> <li>Cultural Education</li> <li>Multicultural Education</li> <li>Diversity, Equity &amp; Inclusion</li> </ul>	Students choose to explore one of the following sub-themes: 1. Cultural Awareness/Cultural Relevancy/Diversity, Belonging, Equity & Inclusion 2. Justice 3. Culture 4. Economics 5. Education 6. Entertainment 7. Health 8. Leadership 9. Politics 10. STEAM Each sub-theme has six phases that conclude with an action project.
Mastery	<ul> <li>21st Century Learning Skills</li> <li>Career Development</li> <li>Career Explorations</li> <li>Career Readiness</li> <li>Job Readiness</li> </ul>	<ol> <li>Identity, Interests &amp; Assets,</li> <li>Skill Development,</li> <li>Practice</li> <li>Feedback</li> <li>Improvement</li> <li>Action/Mastery Demonstration</li> </ol>
Money Move\$	<ul><li>Economics</li><li>Financial Literacy</li></ul>	<ol> <li>The Who's about Money</li> <li>The When's about Money</li> <li>The Where's about Money</li> <li>The What's about Money</li> <li>The Why's about Money</li> <li>The How's about Money (Action Project)</li> </ol>
Peace	<ul> <li>Conflict Management</li> <li>Relationship Education</li> <li>Restorative Practices</li> </ul>	1. Identity, Interests & Assets, 2. Family 3. Community 4. Nation 5. World 6. Action Project