The Guardian

onestopenglish

Parents struggle to keep up with children's career options

Level 1: Elementary / Pre-Intermediate – Teacher's notes

Article summary: The article describes the new jobs that young people do nowadays and will do in the future, and how parents often do not know what these jobs are.

Time: 60 minutes

Skills: Reading, Speaking, Writing

Language focus: Vocabulary

Materials needed: One copy of the worksheet per student

1. Warmer

a. The purpose of this activity is to familiarize students with the topic and to get them thinking about the value of different careers. When students have decided on their order of preference, ask them to give reasons for their choice. You could do this by asking them the pros and cons of each job as well as getting them to say why they are important for society as whole.

2. Key words

a. Ask students to do the exercise individually and then compare their answers in pairs or small groups. Explain that *career* and *job* are not the same thing as a career involves a lot more time and, usually, progress to a higher level of responsibility. Point out that when you make a donation, you normally do not get anything in return.

Key:
1. *career*
2. *rapidly*
3. *identify*
4. *consultant*
5. *streamer*
6. *donation*
7. *viewer*
8. *algorithm*
9. *asteroid*
10. *Mining*

3. Comprehension check

a. Ask students to work individually to answer the questions and then compare their answers in pairs or small groups. The answers given are not the only possible answers. For example, in item 9, students may say 'gold, silver and platinum'. In item 10, students may say 'no one knows' or similar.

Key:
1. *He wants to become a UX designer.*
2. *She felt confused.*
3. *She is a scientist.*
4. *She thinks children should learn a mixture of subjects.*
5. *He is an educational consultant.*
6. *£65,00 a year or more*
7. *up to £350,000 a year*
8. *They programme machines to do tasks like a human.*
9. *minerals*
10. *in the future (We don't know.)*

4. Key language

a. Students can check their answers in the text after completing the exercise. Note that *create* can also be used with *video games* but *play* cannot be used with *designs*.

Key:
1. *d*
2. *f*
3. *a*
4. *b*
5. *c*
6. *e*

5. Discussion

a. Allow students time to note down their ideas and encourage them to give reasons for their answer.

6. In your own words

a. This could also be done as a homework task.