



# College2Career Forum: OCCC Visual Arts



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## Essential Question(s)

- What steps do I need to take to reach my future goals?
- How can I apply the career information to my current postsecondary plans and academic opportunities?

## Summary

The Oklahoma City Community College (OCCC) Visual Arts College2Career Forum showcases three art pathways offered at the OCCC campus: Traditional Art, Digital Cinema Productions, and Digital Media Design programs. Students will interact with OCCC faculty and staff within their respective visual arts disciplines. Afterward, students will hear about admission and enrollment from an OCCC Recruitment & Admissions team member.

## Learning Goals

- Explore a PSI (OCCC's Visual Arts Programs).
- Connect career information to current academic opportunities and plans for postsecondary opportunities.
- Collaborate with career professionals while completing hands-on activities.



## Attachments

- [Road Map to Success—College2Career Forum - Spanish.docx](#)
- [Road Map to Success—College2Career Forum - Spanish.pdf](#)
- [Road Map to Success—College2Career Forum.docx](#)
- [Road Map to Success—College2Career Forum.pdf](#)
- [Visualize Your Career—College2Career Forum - Spanish.docx](#)
- [Visualize Your Career—College2Career Forum - Spanish.pdf](#)
- [Visualize Your Career—College2Career Forum.docx](#)
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## Materials

- Road Map to Success handout (attached; one per student)
- Visualize Your Career handout (attached; one per student)
- Name badges (optional)
- T-shirts (optional)
- Pens/pencils
- Electronic devices (optional)



10 minutes

## Engage

### Facilitator Note: Disclaimer

The following description of what to expect from this Oklahoma City Community College (OCCC) Visual Art forum event reflects the common structure but may be subject to change based on availability and/or the professional(s) leading your event. For example, professional slide shows may change and/or activities may differ.

Prior to facilitating any forum event, see our [College2Career Forum: How to Guide](#) for more information on how to set up a specific forum.

Once you have arrived on site, be sure to check that your mode of transportation has the appropriate parking pass or availability as needed. Walk with your students to the site and meet your career professional(s).

Before students hear from the professional(s), provide a brief welcome and overview of the day. This overview can include “housekeeping items” such as restroom locations, where to store bags, and electronic device policies.

Next, have students use the [Fist to Five](#) strategy to gauge what they already know about the careers, institution, and/or degree field they will explore during this visit. Tell students to hold up:

- 0 fingers (a fist) if they know nothing at all
- 1 finger if they have a little understanding
- 2 fingers if they know something but need clarification
- 3 fingers if they have basic knowledge
- 4 fingers if they have an advanced understanding
- 5 fingers if they are an expert and can teach others

Ask students to share-out their prior knowledge if they reflect 3 to 5 and things they want to learn if they reflect 0 to 2. Repeat the sharing-out process as often as needed.

Once students have shared their experiences, move on to introducing the career professional(s).



90 minutes

## Explore

**Facilitator Note: Campus Map**

If needed, see the OCCC Campus Map by accessing their webpage here:

<https://www.occc.edu/myway/find-my-classroom/>

**What to expect:**

On arrival, schools will park their buses in Lot D and enter the facilities through the Visual and Performing Arts Center Theater Atrium (Entry VPA 4). Here, schools will be greeted and guided to their respective areas based on their assigned groups. This initial gathering point sets the stage for an organized and welcoming start to the program.

Each group will then proceed to their designated locations: Traditional Art, Digital Cinema Productions, and Digital Media Design. The Traditional Art program offers students a deep dive into various classical art techniques, including painting, drawing, and sculpting. The Digital Cinema Productions program will explore the world of filmmaking. This includes hands-on experience with state-of-the-art equipment, learning about pre-production, production, and post-production processes. The Digital Media Design program focuses on the creation and design of digital content. Students will learn about graphic design, web design, digital illustration, and multimedia production. Afterward, students will listen to an OCCC Recruitment & Admissions team member about getting admitted and enrolled at OCCC.



15 minutes

## Explain

**What to expect:**

Have students use the instructional strategy [Think-Pair-Share](#) with someone who had participated in a different aspect of the activity that they had. Students should turn and talk to their neighbors about the part of the activity they had just engaged in. Students will also have the opportunity to ask questions about the degree program and/or career.

**Facilitator Note: Student Engagement**

As the chaperone, your main role through this section is classroom management and encouraging student questions and participation.



20 minutes

## Extend

Usually, professionals give a recruiting pitch about how students can attend their PSI (i.e. cost, housing, scholarships, etc.) or pursue job opportunities (i.e. internships, “on the job training,” etc.) while students eat lunch. Provide a space for students to ask any clarifying questions.

If time and resources permit, pass out the attached **Road Map to Success** handout to each student. Direct them to the <https://www.mynextmove.org/> website or the K20 career clusters resource (<https://learn.k20center.ou.edu/search?type=student-resources>) and have them follow the directions on their handout to find what they need. Explain that they should complete the handout based on their individual searches. If students need help, encourage them to research careers similar to those of the presenting professional(s) or those within the same career cluster.

### **Facilitator Note: Road Map to Success Activity**

If time does not permit or if students don't have electronic devices available, consider completing this activity upon returning to campus.



20 minutes

## Evaluate

After returning to your campus and after participating in the College2Career Forum event, use the [Mirror, Microscope, and Binoculars](#) strategy to have students reflect on the experience. Pass out the attached **Visualize Your Career** handout to each student and allow them time to reflect on what they learned. Explain the following in as much detail as needed:

- **Mirror** (self-reflection): *How do I feel about the career(s) I experienced today? Has this experience helped me think about what I want to do after high school?*
- **Microscope** (close inspection/details): *What are some of the smaller details of the career(s) I experienced today that I hadn't thought about before? How do my skills fit with this/these position(s)?*
- **Binoculars** (bigger picture): *Can I see myself in this career field later in life? How does this field play a role in the bigger world?*



# Research Rationale

As research continues, it is becoming increasingly evident that simply telling students about PSI opportunities or career fields isn't sufficient. Teachers need to give students impactful, relatable, and engaging experiences so that they can actively explore these options. Not only do these experiences help students explore future opportunities, but they can also lead to career success later in life. Research shows a strong correlation between career success later in life and job shadowing and workplace visits as a teen.

One study found that Canadian students who made a workplace visit by age fifteen were 4% less likely to be NEET (Not being in Education, Employment, or Training) than their peers at age twenty-five (Covacevich et al. 2021). The same study found that Korean students who made the same type of workplace visits were 1.23 times more likely not to be NEET than those who did not take a visit.

## Work-Based Learning

In making college and career decisions, Work-Based Learning (WBL) opportunities can provide secondary students with experience, clarity, and increased self-efficacy. Field-based learning is a powerful tool in helping students to understand the core concepts better and to raise their enthusiasm (Janovy & Major, 2009; Manzanal et al., 1999, as cited in Pereira & Gheisari, 2017). These experiences also enable students to interact with professionals and perceive fieldwork in a way that is unattainable in a traditional school setting. A research project by Pereira and Gheisari (2017) studied faculty perceptions of the effectiveness of construction site visits during construction courses. The researchers found that faculty members believe observing the construction environment is critical for the students (Pereira & Gheisari, 2017). With student benefits and faculty acknowledgment, WBL can provide a compelling experience for students.

Another WBL study of eleven low-income ethnic minority secondary students aimed to gauge the impact of a school's WBL program. Through data analysis of student interviews, the study revealed that the WBL program promoted hope for their future academic and career success as well as support and mentorship through workplace supervisors within the program (Medvide et al.; M. E., 2020). This hope, support, and mentorship give students—especially low-income students whose backgrounds and lived experiences may hinder them—the self-efficacy to reach their full potential.

## Hands-on Educational Experiences

Several research projects prove that hands-on educational experiences can positively impact students' academic and work-related outcomes. One such study followed a group of Australian secondary school students through a year-long science program. This program aimed to strengthen students' science skills in data analysis, experimentation, and scientific writing through current, hands-on research within the context of a significant worldwide health issue (Puslednik & Brennan, 2020). The research team found that the intervention reflected in students' mean score of knowledge growth—per a self-assessment survey—rose considerably. They also found, through VALID 10 testing, that 84% of intervention students would have scored lower on their tested science knowledge, problem-solving, communication, and planning skills than the control group's mean score (Puslednik & Brennan, 2020).

Another similar study evaluated the effectiveness of a hands-on learning experience in cancer research for 20 secondary students. After a two-week science summer camp at The University of the Pacific, the researcher found that 83.33% of the students were interested in participating in another hands-on science learning experience, and the same number reported increased interest in attending The University of the Pacific as their Postsecondary Institution (PSI) (Argueta et al, 2020). These results showcased the impact and importance of hands-on learning for high school-aged students when considering their future academic and career endeavors.



## Resources

- Argueta, C., Vargas, J. S., Parkins, A. S., Ren, J., & G. Pantouris. (2023). Hands-on methods to educate high school students about cancer research. 100(6), 2312–2319.  
<https://doi.org/10.1021/acs.jchemed.3c00141>
- Covacevich, C., Mann, A., Santos, C., & Champaud, J. (2021). Indicators of teenage career readiness: An analysis of longitudinal data from eight countries. OECD Education Working Papers, No. 258, OECD Publishing, Paris. <https://doi.org/10.1787/cec854f8-en>
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<https://learn.k20center.ou.edu/strategy/3020>
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- Medvide, M. B., & Kenny, M. E. (2020). Hope in the lives of low-income students of color: A qualitative study of experiences in a work-based learning program. *Journal of Career Development*, 089484532093743. <https://doi.org/10.1177/0894845320937430>
- Pereira, Eiris, R., & Gheisari, M. (2017). Site visit application in construction education: A descriptive study of faculty members. *International Journal of Construction Education and Research*, 15(2), 83–99. <https://doi.org/10.1080/15578771.2017.1375050>
- Puslednik, L., & Brennan, P. C. (2020). An Australian-based authentic science research programme transforms the 21st century learning of rural high school students. *Australian Journal of Education*, 000494412091989. <https://doi.org/10.1177/0004944120919890>
- U.S. Department of Labor. (n.d.). *My next move*. <https://www.mynextmove.org/>