

Co-operative Education Visioning

Supplementary Resource

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Fall 2020: Co-operative Education Visioning

The design of the renewed co-operative education curricula supports all students in developing the competencies and skills necessary to successfully engage in a wide range of education and career pathways. Co-op focuses on high quality learning and delivery through an experiential lens. It allows students to make deep connections to theory and classroom learning by applying concepts and knowledge in authentic settings.

Teachers delivering co-operative education curricula will use their professional judgment in determining learning experiences in relation to the outcomes and indicators that will be most responsive to their students' needs. Determining where students are in relation to skill development and concepts before engaging in new learning will be important to ensure that all students are having their needs met and are being provided support as appropriate.

Prior to engaging in workplace experiences, students must meet pre-placement curriculum outcomes associated with career exploration, workplace expectations and legislation, and risk management and safety. Outcomes are meant to guide teachers in making decisions about creating learning experiences that will prepare and engage their learners in a responsive way. However, a teacher's professional judgment remains the most crucial factor for responding effectively to the needs of students.

The learning environment (full opening, partial/blended, at-home/virtual) will be an important factor that will impact the types of learning experiences co-op students are able to engage in. In full opening and partial/blended response, students will participate in co-op placements. In some instances, co-op placement hours may be difficult to complete and other skills-based learning experiences will need to be provided to fulfill the required co-op placement hours.

Placing co-op students in the workplace and other community environments where they can develop transferable skills, explore the importance of workplace resilience and flexibility, and benefit from mentorship in real world scenarios is preferred, but when not possible, teachers will integrate technology and digital media to mirror skills developed in the workplace.

Please see below suggestions to support the delivery of co-operative education during all three responses.

Suggested Learning Experiences to Support Co-operative Education and Co-op Placement	Full Opening	Partial/Blended	At-Home Learning (Virtual)
Biography	✓	✓	✓
Build Online Connections	✓	✓	✓
Case Studies	✓	✓	✓
Cohorted Group Placements	✓	✓	
Community Connections	✓	✓	✓
Design Thinking Challenges		✓	✓
Experiential Learning Projects Within the School or Community		✓	
Explore Careers Nova Scotia	✓	✓	✓
Family Placements	✓		
Framework for Job Skills Demo		✓	✓
Government of Canada 9 Essential Skills	✓	✓	✓
Integrated Independent Student Learning Opportunities		✓	✓
Junior Achievement		✓	✓
Let's Talk Careers	✓	✓	✓
Live Video Feed			✓
myBlueprint	✓	✓	✓
NSCDA	✓	✓	✓
NS Works	✓	✓	✓
Online Training Courses	✓	✓	✓
Peer Mentoring		✓	✓
Post-Secondary	✓	✓	✓

RBC	✓	✓	✓
Research a Community Partner/Program	✓	✓	✓
Role Plays	✓	✓	✓
Skills Canada Essential Skills Resources	✓	✓	✓
Skills NS Virtual workshops	✓	✓	✓
The Learning Partnership	✓	✓	✓
Virtual Guest Speakers/Mentoring	✓	✓	✓
Virtual Tours/Field Trips	✓	✓	✓
WCB Moodle	✓	✓	✓

Biography- research a career or person working in that career

Build Online Connections- reach out to Senior Centres, long term care facilities, those with developmental needs, etc. Matching students with a community partner organization and their challenge is to engage through virtual means, email, phone calls, etc. Maybe writing letters to seniors or military personnel

Case Studies-based on local community issues. Students work on problem solving, how to handle a certain situation in a workplace setting, team building, career exploration, educational pathways, etc. Teachers can host an online meeting and discuss case studies together.

Cohorted Group Placements-multiple students in one place ; create more shared placement models or find employers who have this capacity

Community Connections-reach out to Industries and employers who could help with mentoring and resources. Reach out to local businesses and conduct a backyard career/opportunity mapping activity- Jobs in Our Own Communities. Contact banks for virtual guest speakers for financial and career exploration.

Design Thinking Challenges-looking for problems that exist due to COVID-19 and imagining and creating new solutions while exploring the impact on life, work and the future.

Experiential Learning Projects Within the School or Community- service based or volunteer opportunities created because of covid. Students are divided into small groups and follow the design thinking process. Complete a “needs assessment” of the school (Breakfast

Program, Learning Centre Support, Youth/Health Centre, etc.) or community. Each group works together to meet one of the needs. (Collaboration, clear communication, selection of roles and other activities that require negotiation, clarification, summarization, etc.)

Explore Careers Nova Scotia - Nova Scotia based [Labour Market Information](#) for students to learn more about opportunities and career pathways in Nova Scotia.

Family Placements -while not ideal, may occur as needed

Framework for Job Skills Demo- fall co-op for O2 students

Government of Canada 9 Essential Skills- The Government of Canada provides self-assessments for students to assess and engage in skill acquisition and development.

Integrated Independent Student Learning Opportunities- for a second semester co-op credit only as it is a deeper, more enriched experience. Cross curricular in nature; students must submit a proposal to participate in this. Students will demonstrate essential and employability skills, labor market information and interview someone in that field. i.e. Chemistry 12, Entrepreneurship 12, Leadership 12 etc.

Junior Achievement- virtual [self-directed learning](#) and [World of Choice](#) videos

Let's Talk Careers- complete some or all of the modules. (Fits best in the first co-op placement of the school year.)

Live Video Feed- Employers stream via a private LIVE video feed that the student can join (demo or actual on the job)

myBlueprint- Career and education pathway online support available for all students to explore, engage and grow through portfolio development, interest inventories and a variety of other resources.

NSCDA/NS Works/Post-Secondary (e.g. NSCC)- career related webinars/ online courses appropriate for high school students

Online Training Courses-start with safety training required for co-op placement and then in second co-op credit, or if time, offer other courses related to code of conduct, specific career related training, etc.

Peer Mentoring- Mentoring younger students (junior high/elementary) ; Literacy (Book Buddies) or Numeracy (math tutoring or games)

RBC- [Gain New Skills](#): Career exploration

Research a Community Partner/Program- examine what is happening; their COVID response. What action could they take?

Role Plays- between students that can be live supervised by the teacher or recorded and sent to the teacher (practicing interview skills, right to refuse unsafe work, etc.)

[Skills Canada Essential Skills Resources](#)

Skills Canada NS Virtual/ In person workshops - students can engage in Essential Skills workshops, explore careers in trades and technology and learn what it takes to successfully enter the labour market

The Learning Partnership -Virtual tours of a variety of workplaces: [Virtual Reality Workplace Experiences](#)

Virtual Guest Speakers/Mentoring- community members or employers; CANS Construction Career Q & A, IBM, Skills NS, Trucking Association of NS, etc. Online programs approved by your region/CSAP.

Virtual Tours/Field Trips- what is out there already? Connect with partners to set this up. (Record so can be shared multiple times.) Include post-secondary campus/program tours.

Worker's Compensation Board (WCB)- [NSVS Moodle](#) Resources related to workplace health and safety outcomes. (Currently being updated by WCB. Will be ready for Sept. 2020.)