CAREER AND COLLEGE DEVELOPMENT

LESSON 12-26 ▲ HOW TO GET FIRED

**LEARNING GOALS/OUTCOMES**

* Extend student information regarding the qualities, skills, and behaviors employees are expected to demonstrate in the workplace.
* Identify and discuss the behaviors that cause someone to be fired.

**MATERIALS NEEDED**

* **Setting and Character Cards** (included at the end of this lesson)

**CLASSROOM ACTIVITIES**

1. **Share with the students that they are going to role-play situations where an employer is talking to an employee about a behavior that may get them fired.** Explain that you will provide students with the business setting and the issue. Their job will be to create the dialog between the employer and employee.  
     
   Outline your expectations as you would for any assignment. Share that the objective is for students to identify personal qualities or behaviors that are likely to get you fired. It is their choice if they want to make the actual presentation serious or comedic.
2. **Model one of the scenarios for the class** so that they have an idea of length and relationships.
3. **Allow students to choose a partner** and draw a scenario card.
4. **Give the teams time to read through the scenario and try out different characters and presentation modes.** Allow enough time so that students can exchange roles and find where they are most comfortable.
5. **Ask for presentations** **of the scenarios** and include as many as time allows.
6. **As a class, discuss what are the common factors (behaviors, attitudes) that will cause an employer to fire** an employee.
7. **Talk with the students about the effect of being fired** on an individual’s career path.

**STUDENT PRODUCTS**

* **None**

**ADDITIONAL RESOURCES AND OTHER INFORMATION**

* **FACILITATOR NOTES**

This workshop helps students explore expected work behaviors in a role play setting. Students will be given a setting and an issue and asked to add dialog to the situation as an employer and employee. The classroom must be a safe place in order for students to feel comfortable with the role play. Determine how many of the students have done role plays before and make sure to give enough support that they can be successful. Be specific about what is expected and set boundaries for what is appropriate for students to do in their role as the employer or the employee.

While the scenario cards have suggested settings, based on what you know about your class choose a particular type of business that students will be familiar with and the type of job within that business to use as a model. There are empty cards included so that you can also design settings and issues.

**SETTING AND ISSUE CARDS**

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