

2018

JUMP START
CONVENTION

PATHWAYS
TO THE
FUTURE
for all students



JANUARY 23, 2018

Raising Cane's River Center

DEPARTMENT of
EDUCATION
Louisiana Believes

Virtual Workplace Experience (VWE)

- What is a Virtual Workplace Experience?
- Virtual Workplace Experience I Pilot
- What's new in VWE II (CDF ELIGIBILITY!)
- Implementation roll-out
- Q&A



Virtual Workplace Experience Overview

VWE Overview

- Virtual Workplace Experiences are credit-bearing courses that include career development activities, workplace simulations, and virtual mentor interactions via **Nepris**.
- VWEs are appropriate for students: a) who lack transportation to workplace internships; b) students in high schools without access to internships with area employers; and c) students for whom workplace internships might not be situationally- or age-appropriate.
- All Virtual Workplace Experiences are **Universal Jump Start Courses**



Virtual Workplace Experience I

Pilot: Monroe City Schools

VWE I Pilot

- VWE I Rollout and Pilot - Fall of 2017
 - Monroe City Schools
 - Integrating VWE I with Micro-Enterprise to earn complementary, regional core, and statewide basic credentials
 - Pilot Feedback
 - Pilot Summary
 - Next Steps



★ Virtual Workplace Experience II ★

LWC Alignment and CDF Eligibility

VWE II: Course Quote

“While your technical skills may get your foot in the door, your people skills are what open most of the doors to come. Your work ethic, your attitude, your communication skills, your emotional intelligence and a whole host of other personal attributes are the soft skills that are crucial for career success.”

VWE II

- Focus on WIC-approved career clusters and soft-skills development
- Use of Nepris platform to enable exposure to wide range of industry experts
- P21 21st Century Skills integrated throughout
 - Communication skills (written, oral, presentations, etc.)
 - Critical thinking (evaluating sources, etc.)
 - Collaboration (multiple small group/pair exercises and projects)
- Emphasis on project-based learning
 - Student choice
 - Multiple options for teachers to differentiate across learners

VWE II Course Overview

- 10 units (Intro + 9 Career Clusters)
 - Mid-unit and final assessment per unit
 - Unit project
 - Integration of soft-skills loop
 - Reinforcement of the P21 21st century skills built into each unit
- Portfolio review and assessment
- Final assessment

VWE II CDF Eligibility

- Universal Jump Start course
- VWE I **NOT** a pre-requisite
- 6% adder to the MFP of all students enrolled in VWE II (approx. \$240/student)

VWE II Implementation

- Curriculum development in-progress
- 2018-2019 roll-out
- Course materials will be available on www.louisianabelieves.com later this spring
- Summer implementation workshops TBA
- Email jumpstart@la.gov to be put on info list and gain access to registration system



★ — Any Questions?

Email jumpstart@la.gov to start the Fall 2018 registration process.

