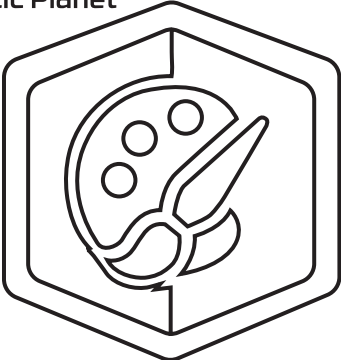
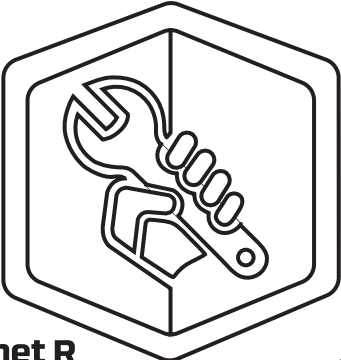


Planet A
Artistic Planet



Planet R
Realistic Planet



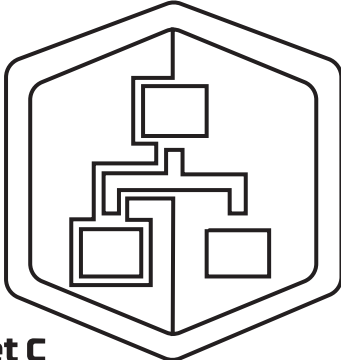
Planet E
Enterprising Planet



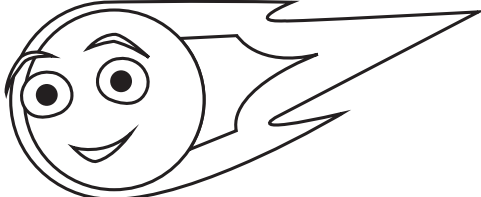
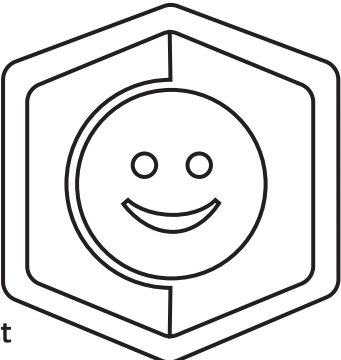
Planet I
Investigative Planet



Planet C
Conventional Planet



Planet S
Social Planet



Name _____

Traveler the Comet (Level PK)



The Big Question for Level PK: *What is work?*

The Big Adventure of Level PK

Comet, commander of the Level PK Base Station, sends students on six virtual trips in the Galaxy of Work. Students explore the question of “What is work?” through visits to expression of the Galaxy Carnival on each of six planets. Travelers’ missions are designed to help young students begin to recognize and distinguish play and work.

At this level, students learn that actions needed to reach a goal are called tasks and that several tasks together make a job. Your child will learn that jobs are also called work.

As the students learn that work is associated with tasks and goals, they will also begin to explore the six work environments

defined by John Holland. Characteristic interests and activities that students explore in sequence dominate each work environment. The carnival theme connects the experiences on each planet as different jobs are highlighted in ways that reveal work not only results in the completion of a task or accomplishment of a goal but also, like play, can be rewarding and enjoyable.

As your child learns more about the focus for each of the six planets, talk about your own job and the work done by people you know. You might consider discussing how the activities of work and play can be both similar and different – and how learning in school can help in preparation for both.

Student Learning Objectives for Level PK

After completing Level PK, students will be able to do the following:

- Describe how completing tasks connects to achieving a goal.
- Provide a simple definition of work and what it means to work.
- List some tasks associated with a job seen in the student’s community (such as a nurse or firefighter or store cashier).
- Name a work environment (as represented by one of the Galaxy planets) that has tasks the student might like.
- Provide examples of work and play.
- Recognize when people are working or playing.