





What Is this session about?

Bringing Career Fairs to Life Through Local Chamber, Technology Center, and School Collaboration with Galaxy and OK Career Guide

Session Outcomes:

- Understand the collaborative model used in Stillwater Public Schools.
- Learn how chambers, technology centers, schools, and state agencies can work together to create impactful career fairs.
 - Explore how Galaxy, VR headsets and OK Career Guide enhance career exploration.
 - Leave with a framework for replicating the model in smaller and rural communities.

BC

Ask participants "Think back to your early schooling, do you remember there being an emphasis on career development/exploration?"



BC

Common challenges - these lead to a conversation with Stillwater chamber

Limited Student Engagement

- Students will often go booth to booth collecting giveaways without having meaningful conversations
- Activities can be passive rather than interactive

One-Size-Fits-All

- Every student receives the same experience regardless of their interests or career goals

Minimal Preperation

- Students may arrive without knowing their interest, questions to ask employers and careers they want to explore

Lack of Follow Through

- Once the event is over, there may be little connection back to classroom learning
- Students may leave inspired but without a structured way to continue exploring



KH

Hands on Exploration

- Career exploration is most impactful when students can actively engage rather than simply observe
- These things make careers more memorable, increase student engagement and help students connect classroom learning to real-world opportunities

Community Partnerships

- Career fairs become stronger when schools do not plan them alone
- No single organization has to do everything. By working together, communities can create richer, more meaningful career exploration opportunities for students

Technology-Enhanced Experiences

- Technology can take career exploration beyond what a traditional booth can offer
- Technology transforms a one-day career fair into an ongoing career development experience, giving students the tools to continue exploring and making informed decisions long after the event ends



NB

We met with Kari Moore, who is the Director of Economic Development at the Stillwater Chamber of Commerce, and she shared with us how this day came to be. This day had been a "brain child" of hers since November of 2025. As an active member of the PTA in her child's school and being heavily involved with supporting businesses on a daily basis, Kari had a vision to provide elementary students with career exploration opportunities to get them excited about careers in Stillwater to build the talent pipeline.

Talk about Kari bringing the HUB to Stillwater

Kari went to them specifically to ask if they could rent the HUB. Sponsors were needed

Kari talked to Meridian and approached Stillwater Public Schools leadership to support the event



NB



Daniel - 6 months out
3-1 Mo. B,K,N

6 Months Out
Form planning team
3 Months Out
Recruit employers
1 Month Out
Student preparation
Event Day
Career Fair
VR Experiences
Assessments
After Event

Follow-up exploration (would these partner businesses help with WBL opportunities?)

Planning Materials

Career Day Schedule- May 13th:

4 buses, 2 per School Buses 1-15 -13 - 12

Group 1 (2 sites)

HP (72) buses 1-15 - buses 13-12 SKY (64) - 136 total students

Pick up at sites	9:00
Arrive at the Hub	9:15
Career Fair Booths/Presentations - Career booths are 15 minutes with a presentation or exploration activity. 5 minutes to get to their next booth. All booths will run on the same time allotment. - Career Booth Rotation - Group 1 9:20-9:35 9:40-9:55 10:00-10:15 10:20-10:35 10:40-10:55	9:20-10:55
Lunch	11:00-11:30
Hub Activities Arcade, Bowling, Pickleball & Movie (Mario- Theater # 2)	11:35-12:40
Load bus to go back to site	12:45

Group 2 (2 sites)

RI (53) buses 1-15 - buses 13-12 WW (94) - 147 total students

Pick up at sites	9:30
Arrive at the Hub	9:50
Career Fair Booths/Presentations - Career booths are 15 minutes with a presentation or exploration activity. 5 minutes to get to their next booth. All booths will run on the same time allotment. - Career Booth Rotation - Group 2 10:00-10:15 10:20-10:35 10:40-10:55 11:00-11:15 11:20-11:35	10:00-11:35
Lunch	11:40-12:10
Hub Activities Arcade, Bowling, Pickleball & Movie Hoppers - (Theater #1)	12:15-1:20
Load bus to go back to site	1:25

Group 3 (2 more sites)

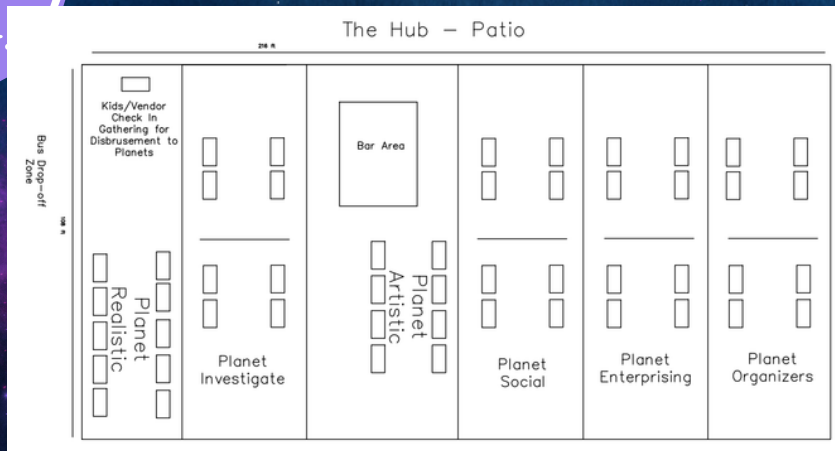
SR (82) buses 1-15 & 27 - buses 13-12 WR (59) - 141 total students

Pick up at sites	10:05
Arrive at the Hub	10:30
Career Fair Booths/Presentations - Career booths are 15 minutes with a presentation or exploration activity. 5 minutes to get to their next booth. All booths will run on the same time allotment. See chart below - Career Booth Rotation - Group 3 10:40-10:55 11:00-11:15 11:20-11:35 11:40-11:55 12:00-12:15	10:40-12:15
Lunch	12:20-12:50
Hub Activities Arcade, Bowling, Pickleball & Movie -Sheep Detectives - Theater #3	12:55-2:00
Load bus to go back to site	2:05

Drivers: 1= Avon 15= Stephanie 13= Tony 12= Joseph 27= Sam -WheelChair Bus

Daniel

Planning Materials



Daniel

Student Materials

GALAXY - CAREER PASSPORT



NAME: _____

HOME PLANET: EARTH

SPECIES: HUMAN

COMMUNITY: STILLWATER,
OKLAHOMA,
UNITED STATES,
EARTH,
SOL SYSTEM

GROWTH LEVEL: CHILD

OPTIMUM ENVIRONMENT:
OXYGEN: 21%
PRESSURE: 101.325 kPa
TEMP: 68°~75°F (20°~24°C)

KEEP EXPLORING



CAREER PLANETS OF PRIMARY INTERESTS (INDICATE 2)

	☐ PLANET R		☐ PLANET S
	☐ PLANET I		☐ PLANET E
	☐ PLANET A		☐ PLANET C

- Think about what you love doing when no one is telling you what to do. Your hobbies are clues to careers you might like.
- Every person you meet—your dentist, the person firing a power line, or a software developer—is a walking library of information. Ask people about their jobs.
- Build your “Power Skills” - things like curiosity, adaptability, empathy, resilience, communication, critical thinking, and time management
- Try things out (even the hard stuff) - Learning what you like and don't can help you find a career that will make you happy for the rest of your life. Don't be afraid to try a new club, sport, or instrument.

Stay curious, keep learning, and remember: you have plenty of time to decide who you want to be!

NOTES

GALAXY - CAREER

PLANETARY VISITS

PLANETS OF PRIMARY INTEREST

What were the occupations you liked best?

Why?

What education/training will you need?

What classes in school will you need to take?

PLANET ____

PLANET ____

PLANET ____

PLANET ____

FREE PLANET VISIT

PLANET ____

©2014 UNIVERSITY OF TEXAS AT AUSTIN

NB



Home of The Builders

SOME POSSIBLE CAREERS

- ☐ Pilot
- ☐ Auto Mechanic
- ☐ Electrician
- ☐ Plumber
- ☐ Forester
- ☐ Carpenter
- ☐ Bus Driver
- ☐ Landscape Designer
- ☐ Civil Engineer
- ☐ Veterinary Assistant
- ☐ _____
- ☐ _____

MISSION

Develop skills in construction, engineering, and manufacturing.



Home of The Helpers

SOME POSSIBLE CAREERS

- ☐ Sales Manager
- ☐ Business Owner
- ☐ Real Estate Agent
- ☐ Marketing Specialist
- ☐ Insurance Agent
- ☐ Hotel Manager
- ☐ Human Resources
- ☐ Public Relations
- ☐ Lawyer
- ☐ Restaurant Manager
- ☐ Politician
- ☐ _____
- ☐ _____

MISSION

Develop leadership and communication skills.



Home of The Creators

SOME POSSIBLE CAREERS

- ☐ Graphic Designer
- ☐ Musician
- ☐ Author/Writer
- ☐ Cosmetologist
- ☐ Architect
- ☐ Photographer
- ☐ Actor
- ☐ Fashion Designer
- ☐ Interior Designer
- ☐ Animator
- ☐ Choreographer
- ☐ _____
- ☐ _____

COMPANIES & ORGANIZATIONS

- Eskimo Joe's Promotional Product Group
- Glo Salon & Spa*
- Meridian - Film
- Meridian - Graphic Design
- Stillwater Public Library
- Stilly Arts
- Stilly Floral
- OK CareerTech - VR Exploration

MISSION

Develop skills in language, art, and creative expression.



Home of The Helpers

SOME POSSIBLE CAREERS

- ☐ Teacher
- ☐ Registered Nurse
- ☐ Counselor
- ☐ Social Worker
- ☐ Physical Therapist
- ☐ Librarian
- ☐ Coach
- ☐ Speech Pathologist
- ☐ Police Officer
- ☐ Customer Service Representative
- ☐ _____
- ☐ _____

COMPANIES & ORGANIZATIONS

- Advanced Therapy Solutions
- LIFE Adult Day Center
- LifeNet, Inc
- Meridian - Early Care
- Our Daily Bread
- Salvation Army
- Stillwater Medical Center - Emergency Room
- Stillwater Medical Center - Surgery Nurse
- OK CareerTech - VR Exploration

MISSION

Develop ability to work with people and provide support.

NB



Video

The Power of Collaboration

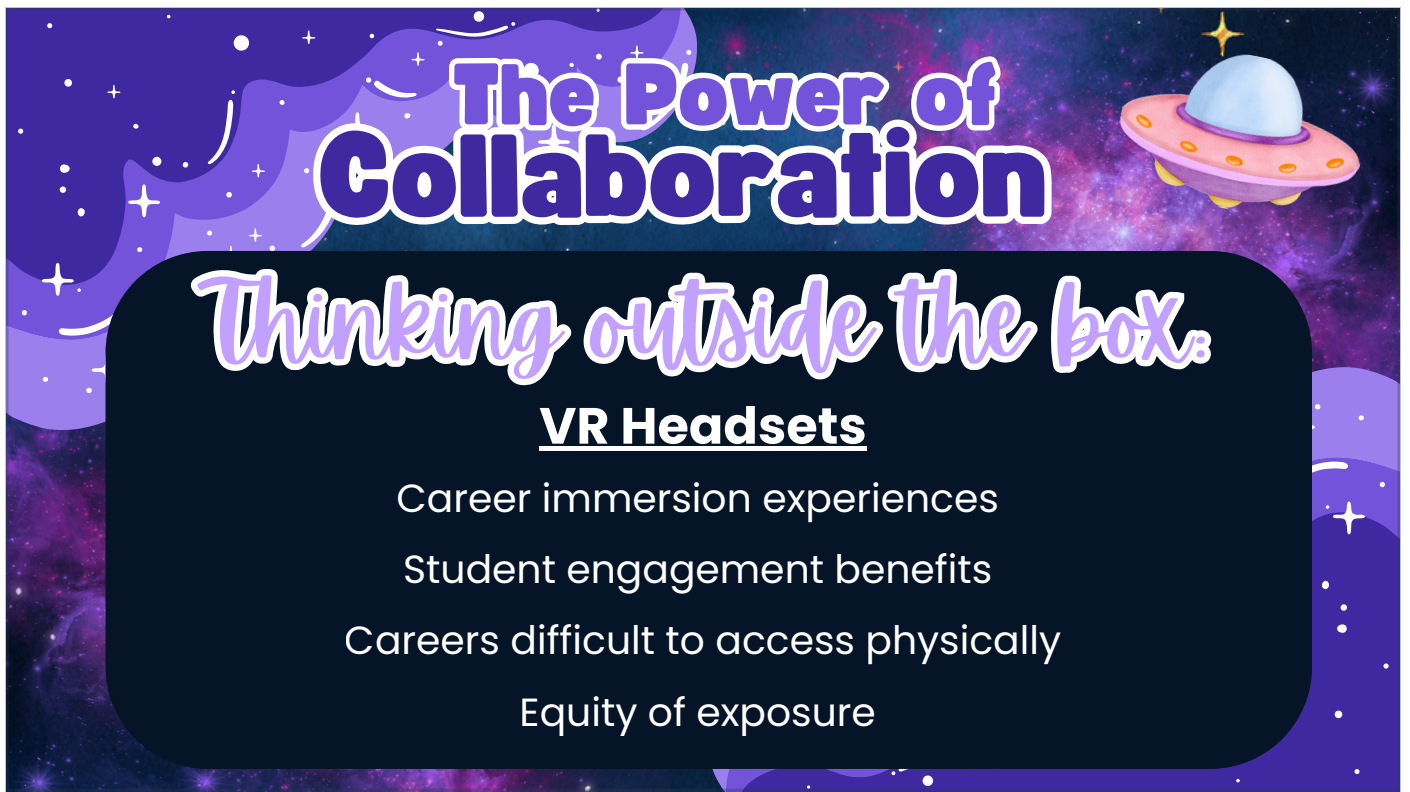
The Chamber:

- Connects local employers
- Promotes workforce development
- Coordinates business participation
- Builds community buy-in

NB

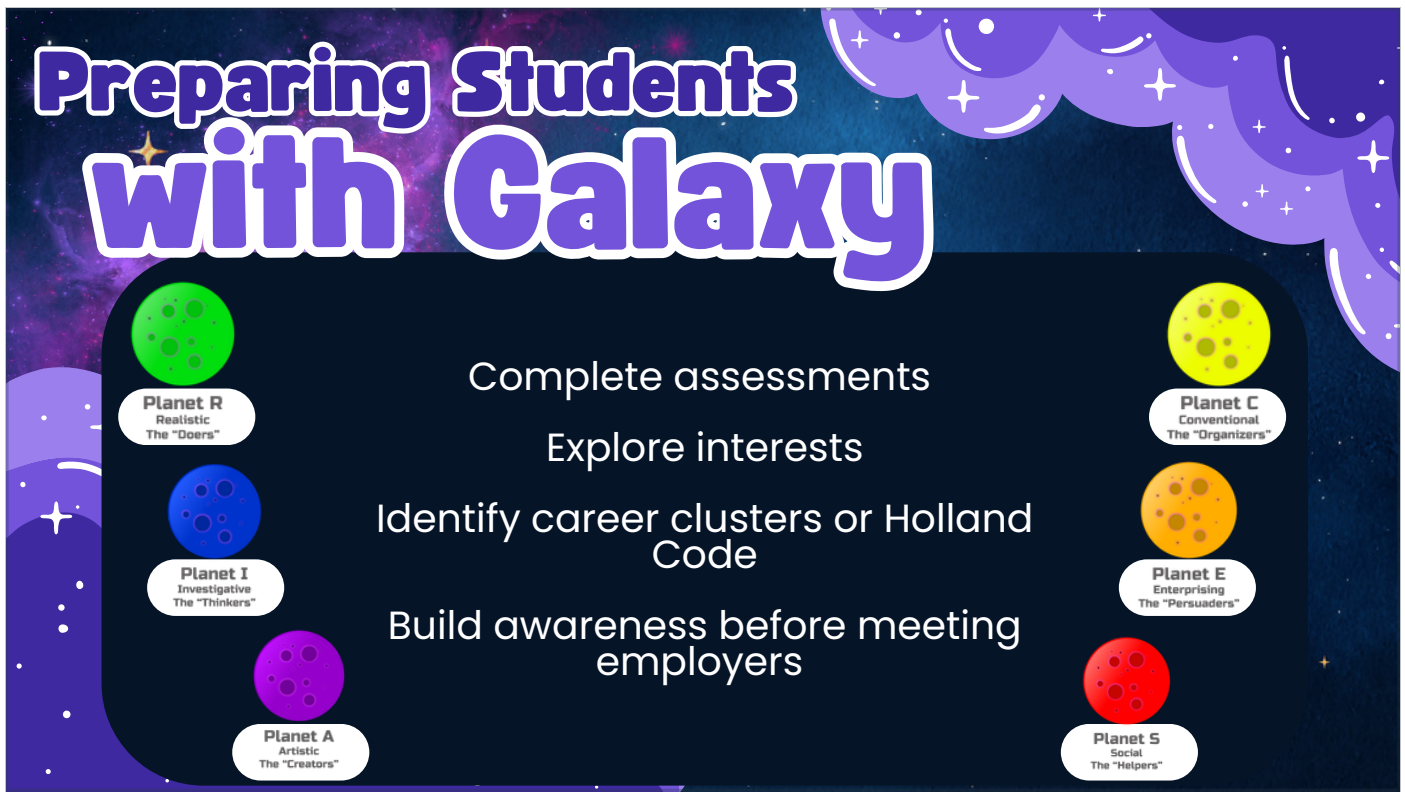


Daniel



KH

Address elephant of how Stillwater is in a unique position with strong partners and willing participants...



NB

Common challenges - these lead to a conversation with Stillwater chamber



What barriers do you face
in your position when
recruiting business partners
to be involved in your
school?

Daniel



How many of you could
implement something like
this in your school or
district?

kh

Did you not raise your hand because of resources, school size or something else?

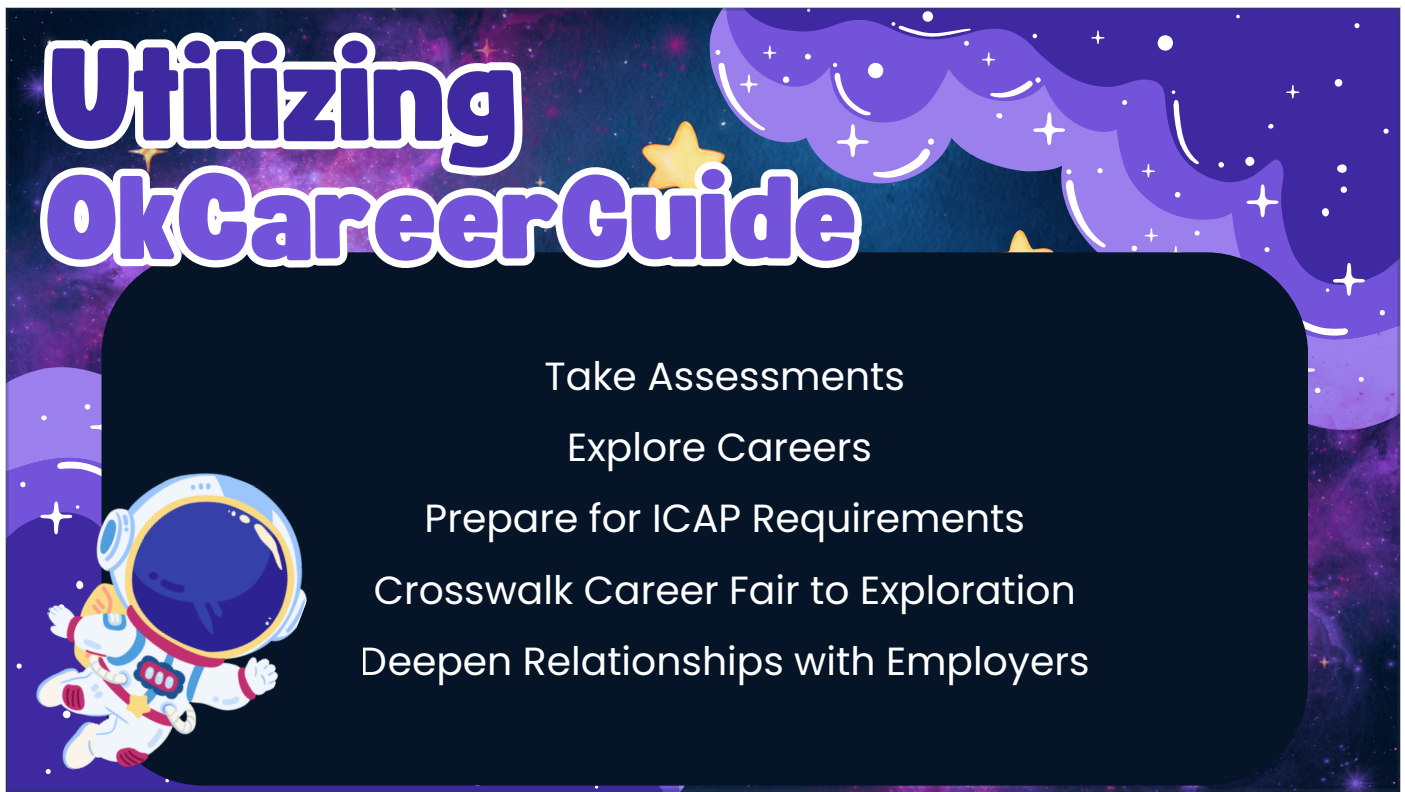


BC



Focus:
Quality interactions
over quantity

State Agency:
Assessments
Career Development Platform and curriculum
VR Headsets



BC

Extending Learning Beyond One Day

Students can:

Prepare for ICAP

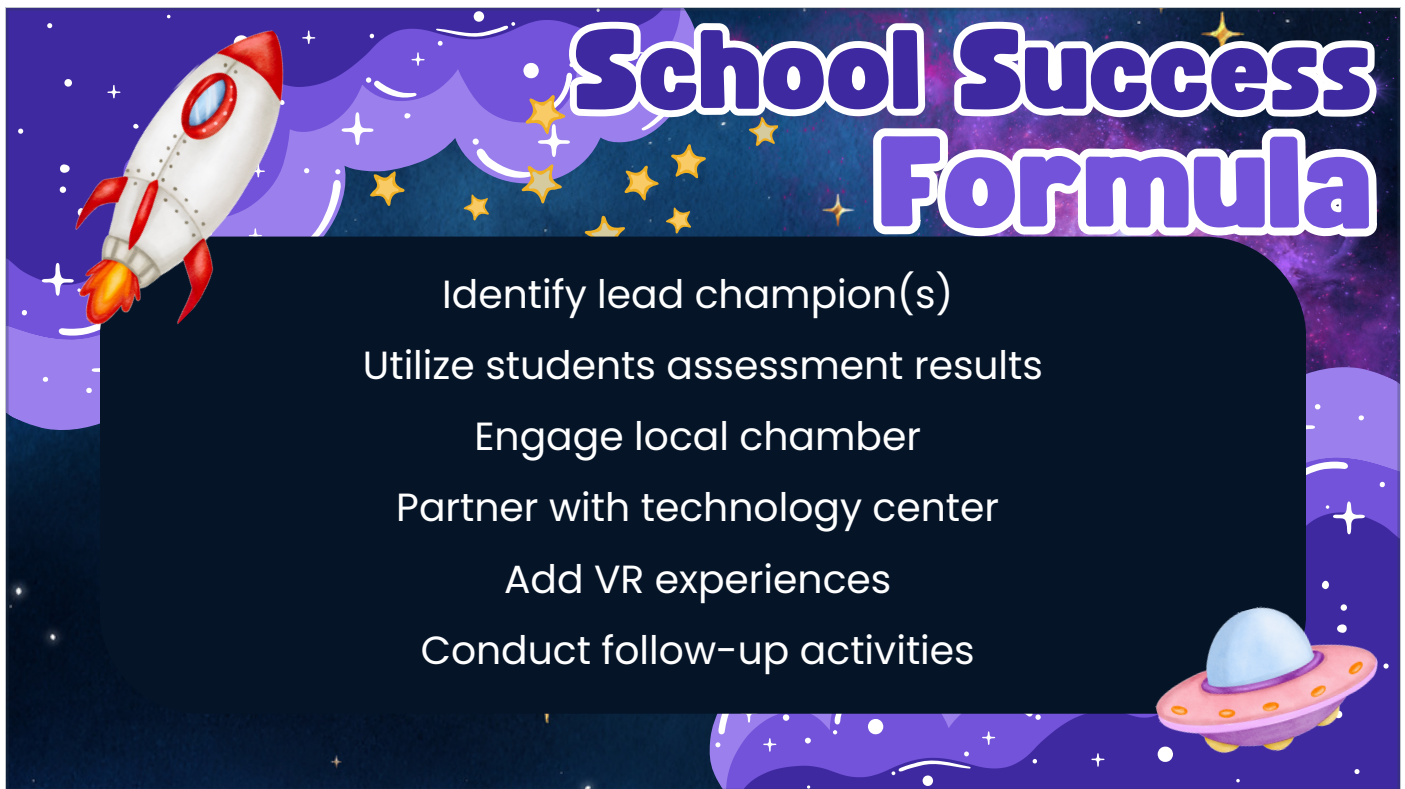
-- Starting in 6th grade with Pre-ICAP and letting students get a taste for ICAP with the careerfair and OKCG

Explore education requirements

Build career plans

Connect exploration to coursework

View and Connect to same employers and similar ones (C2B)



KH

Identify lead champion(s)

-- Remembering that this is not a "one man show" and to be successful you need buy in and help from others

Utilize students assessment results

-- Utilize OKCG or Galaxy to drive what employers or groups you ask to participate

Engage local chamber

Partner with technology center

Add VR experiences

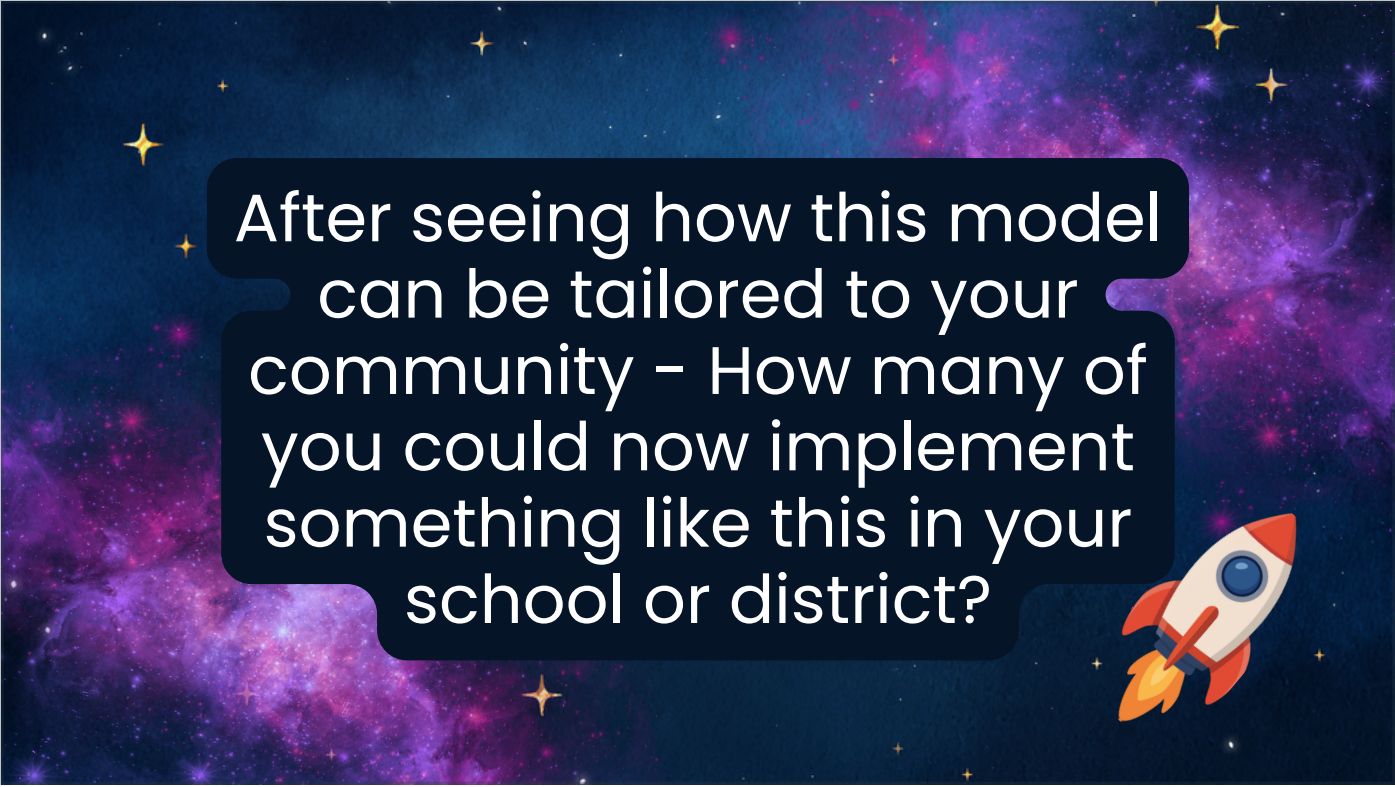
Conduct follow-up activities

--Continue the conversation with students about how their experience at the career fair can translate to deeper career development

School Success Formula

<u>Challenge</u>	<u>Solution</u>
Limited employers	Regional partnerships (military recruiters, organizations)
Budget constraints	Shared resources (Art/design classes/students create materials)
Small staff	Chamber and Tech Center support
Transportation	Bring experiences to students
Limited exposure	VR exploration

NB



After seeing how this model
can be tailored to your
community – How many of
you could now implement
something like this in your
school or district?

kh

Did you not raise your hand because of resources, school size or something else?



Final Thoughts

Students benefit most when education, workforce, and community partners work together. The younger we implement career development with students, the more successful they are when selecting a pathway and career.

KH



ALL

Provide:

Galaxy resources

OK Career Guide resources

Contact information

State agency contacts

Technology center contacts

Chamber contacts

Contact Us!



Nathan Brubaker:
nathan.brubaker@careertech.ok.gov

Brittany Crane:
brittany.crane@careertech.ok.gov

Katlyn Hudgins:
katlyn.hudgins@careertech.ok.gov

Daniel Devers:
danield@meridiantech.edu

NB