

Career Empire course outline

Draft learning sequence

Explore the world first, then try Mara's first paid gig. Build on this experience as you explore directions, money, applications and workplace life. Return to what you have tried as your choices and skills develop.

These numbered phases and their order are proposed. Teaching weeks, lesson allocations, dates and assessment tasks are still to be confirmed.

Phase 0 - Intro, exploration and world overview

Learn Find your way around Career Empire, use the map and menu, find help and read your earnings and collection. Orientation comes before the first paid workplace gig.

Experience Explore Arrival Gardens and complete the picture mission. Meet your optional companion, try Flyover and return to the start, then visit the course outline and head to Mara.

Unit 3

Phase 1 - First paid gig: Mara's noodles / Initiative

Learn Initiative: being proactive, improving work practices, speaking up, helping others and seeking responsibility. Explore how it can help workers and workplaces.

Experience Help at Mara's Juniper Kitchen noodle stall. Notice how prepaid collections and walk-up orders work, ask a question, try an agreed action and check the result before receiving your first gig pay.

Phase 2 - Read the changing world

Learn How economic power shifts, demographic shifts, technology and climate change affect work. Use reliable labour-market information to compare jobs and industry growth.

Experience Investigate changes in Dev's town with Nora's research enquiry. Compare opportunities, check the evidence and connect what you find to a possible pathway.

Phase 3 - Choose a direction that fits

Learn Career adaptability, personal and professional risks, unexpected life events, and diversity and inclusion at work.

Experience Compare options such as relocating, accepting less pay, taking a gap year or retraining. Choose a possible direction and an alternative, using your own or a fictional person's circumstances.

Phase 4 - Make the plan affordable

Learn Financial goals, tracking income and spending, budgeting, saving and investing, planning for the unexpected, and seeking help.

Experience Build a simple spreadsheet for a fictional pathway. Compare planned and recorded income and costs, then adjust it when circumstances change.

Phase 5 - Apply with credible evidence

Learn Read a job advertisement, follow its requirements and deadline, and respond online, in writing or verbally. Explore cover letters and SAO, STAR and CAR response structures.

Experience Work with Alex's application scenario. Prepare a tailored response using genuine examples, practise speaking about them and check your submission plan.

Phase 6 - Contribute and improve together

Learn Ask useful questions, generate solutions, make and evaluate a decision, agree team roles and consider different ideas. Return to initiative and inclusion.

Experience Revisit Mara's workplace with a more challenging problem. Work together on an improvement, respond to a changed constraint and show your own contribution.

Unit 4

Phase 7 - Choose the next workplace

Learn Workplace culture: its types, the features of successful cultures, and the benefits of matching your values with an organisation's.

Experience Compare fictional workplaces. Look at what their policies say and what happens day to day, then shortlist options and prepare questions for an employer.

Phase 8 - Prepare for an interview

Learn Different interview formats and the full process: preparation, greeting, responding, asking questions and concluding. Reuse your application evidence and communication skills.

Experience Prepare and practise an interactive interview. Ask your own questions about the role, then consider whether it is a good fit.

Phase 9 - Check conditions and start safely

Learn Employment laws, award conditions, workplace rights and protocols, and ways to seek help with pay, unfair termination, bullying, harassment or discrimination.

Experience Check a fictional offer before accepting it. Work through an induction and safe workplace scenarios, using official information to identify questions and support options.

Phase 10 - Use feedback to grow

Learn Why workplaces use performance management. Practise listening, clarifying, processing emotions, analysing feedback and making an action plan.

Experience Use feedback on a small task to choose an improvement. Try it, then review what changed in a later activity.

Phase 11 - Adapt to change

Learn Resilience, lifelong learning and continuing professional development. Consider responses to unemployment, restructuring, promotion and review.

Experience Return to a changing-work scenario. Identify a learning need, plan and take part in a small learning activity, reflect, apply and share it. Revisit your pathway, budget and next step.

Throughout both units

Build communication, digital literacy, teamwork, time management, problem-solving and critical-thinking skills through explanations, worked examples and practice. Revisit them in new situations.

Each teaching week, add one short portfolio reflection: skill used → what I did → example or evidence → what I learned or will improve. Use a real example; you can revisit a skill to show development.

Your school's assessment outline will provide the formal tasks and due dates. The experiences above are proposed learning activities.