

EXPLORING™

CAREER ACHIEVEMENT
AWARD PROGRAM

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INTRODUCTION

BACKGROUND

Exploring programs involve active learning and include lots of fun-filled, hands-on activities. Exploring promotes the conditions necessary for the growth and development of adolescents. The following are the key components of the Career Achievement Award programs, which allow young people to acquire and be recognized for career proficiency achievement and community service.

PURPOSE

The purpose of the Career Achievement Award program is to

- Provide direction to Explorers registered in a post in individual career proficiency.
- Motivate Explorers to discover new career opportunities.
- Recognize Explorers for significant community service.
- Give Explorers distinguished credentials for their résumés.

REQUIREMENTS

Explorers can earn a Career Achievement Award in one or all of the 12 career fields. To earn a Career Achievement Award, the candidate must provide 50 hours of community service and complete any nine career achievements. The adult leader certifies that each Explorer has satisfactorily performed 50 hours of community service and verifies that each candidate has completed at least nine achievements within the career cluster.

NOTE: Only Explorers registered in a post can qualify for this award. Explorers registered in a club can qualify for the Career Awareness Award.

RECOGNITION

The Career Achievement Award Certificate, SKU 639678, has space for signatures of both the adult leader and the organization head. Certificates are available through your local Exploring office. Adult leaders may present them as merited.

QUALIFYING ACHIEVEMENTS

Due to the flexible nature of the program, adult leaders are permitted a reasonable degree of latitude in substituting appropriate achievements that serve to meet the requirements for the Career Achievement Award.

CAREER ACHIEVEMENT AWARD APPLICATION

Submit this application along with the service hours log and career achievement checklists to your unit leader to complete the award process. Upon approval you will receive the Career Achievement Award Certificate. (Tip: Include a copy of your certificate in college, job, and scholarship applications.)

PART ONE CANDIDATE PERSONAL DATA

POST NO.	PARTICIPATING ORGANIZATION	
NAME	NICKNAME	
ADDRESS	P.O. BOX	
CITY	STATE	ZIP CODE
EMAIL		
HOME PHONE	BIRTH DATE	

PART TWO ADULT LEADER CERTIFICATION OF CANDIDATE

I certify that the above-named candidate has fulfilled nine required achievements and 50 hours of community service for the Exploring Career Achievement Award and has my approval for recognition of this significant accomplishment.

ADULT LEADER	DATE
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ENGINEERING & TECHNOLOGY CAREER ACHIEVEMENT CHECKLIST

NAME

POST NO.

Submit this list along with the award application and service hours log to your unit leader.

Complete nine of the following achievements:

- 1a. Build a switch magic project.
- 1b. Display and demonstrate your project at a post meeting or in another public place.
- 2a. Build a small Jacob's ladder (high-voltage arc).
- 2b. Demonstrate your project at a post meeting, community group, class, or other group meeting.
- 3a. Learn soldering techniques by building a self-contained, solid-state signal injector.
- 3b. Demonstrate what you have learned about soldering to your post, another post, a community group, or another group.
4. Build an ohmmeter that will show a person's grip strength and display it.
- 5a. Build a model of a space station.
OR
- 5b. Make a tabletop display on the concept for a space station. Show the display at your post or another group meeting.
6. Tour a manufacturer of soft and/or hard goods, such as automobiles, radios, TVs, paint, oil and gas, batteries, etc. Share what you see and/or learn with other Explorers.
7. Learn how to construct electronic dice in which, when the "roll" button is depressed, all 14 LEDs go on, and then a "roll-down" similar to the effect obtained when regular dice are thrown.
8. Learn and teach other Explorers or youth groups how to construct a model bridge out of basswood and glue.

DATE COMPLETED

- 9a. Either participate in or organize and lead a contest to construct a paper airplane and test it in three areas: weight, time aloft, and aesthetic design.
OR
- 9b. Either participate in or organize and lead a contest to build vehicles propelled by a mouse trap spring or a rubber band.
- 10. Design a playground set, bench area, garden trail, pedestrian bridge, or pavilion for a park, school, retirement home, etc. If possible, build your project.
- 11. Tour a construction site with an engineer. Discuss various jobs done on the site. What are the steps in the construction process? What role did a civil engineer play? Other engineers? Ask about the inspection process.
- 12. Explain the work of SIX of the following types of engineers: civil, mechanical, chemical, electrical, industrial, agricultural, aeronautical, mining, astronomical, metallurgical, nuclear, biomedical, ceramic, and petroleum.
- 13. With your adult leader's advice, select a subject to research in engineering. Research publications and interview experts. Tell what you learned and where you got the facts.
- 14. Visit five websites to discover three new trends in computers or computer programming. Or find out about five engineering professional organizations. Write about the three new trends or the five organizations in a two-page report for your adult leader.
- 15. Obtain information on five colleges or universities that offer engineering as a major course of study. Prepare a presentation for your post that includes (a) what engineering programs are offered, (b) what the admission requirements are, and (c) what the graduation requirements are for a bachelor's degree. Have the college mail information to you so you can share it with other Explorers or another group.
- 16. Attend a regional or national engineering conference as a staff member or participant.

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