

EXPLORING™

CAREER ACHIEVEMENT
AWARD PROGRAM





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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CAREER ACHIEVEMENT AWARD SERVICE HOURS LOG

NAME

POST NO.

A minimum of 50 service hours at any number of nonprofit organizations in your community is required to earn the Career Achievement Award.

Description of Activity	Total Hours	Service Performed For	Supervisor Signature and Phone No.
Grand Total of Hours:			



ARTS & HUMANITIES 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:

1. Visit a drafting company that has a state-of-the-art computer-aided design (CAD) system to see how the company uses this technology.
- 2a. Choose a product that you are familiar with. Create an advertising plan for this product, and then design an advertising plan layout.
- 2b. Using your resources, create a clean, attractive tabletop display highlighting your advertising plan for your chosen product.
- 2c. Show your display at your post meeting or another public place.
- 3a. Learn about backstage support for artistic productions.
- 3b. Attend a theater production. Then critique the work of the artist in set design, decoration, and costume design.
4. Render a subject of your choice in any FOUR of the following ways: pen and ink, watercolor, pencil, pastel, oil, tempera, acrylic, or marker.
5. Write a one-act play that is at least 10 minutes long. The play must have a main character, subordinate character, conflict, and a climax.
- 6a. Plan and carve in the round a simple object.
- 6b. Prepare it for finishing.
- 7a. Plan and carve in low relief a design on some simple object.
- 7b. Prepare it for finishing.
- 8a. See or read three full-length plays. These can be from the stage, movies, television, or video.
- 8b. Write a review of each, commenting on the story, acting, and staging.

DATE COMPLETED

DATE COMPLETED

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DATE COMPLETED

9. Do THREE of the following:
- (a) Act a major part in a full-length play, or act a part in three one-act plays.
 - (b) Direct a play. Cast, rehearse, and stage it. The play must be at least 10 minutes long.
 - (c) Design the set for a play. Make a model of the set.
 - (d) Design the costumes for five characters in one play set in a time before 1900.
 - (e) Show skill in stage makeup. Make up yourself or a friend as an old man or woman, a clown, an extraterrestrial being, or a monster.

DATE COMPLETED

10. Make two drawings (using paper at least 8½-by-11-inch in size) of pottery forms. One must be a recognized pottery type. The other must be of your own design.

DATE COMPLETED

11. Using clay, do THREE of the following. You should paint, glaze, or otherwise decorate each.
- (a) Make a flat tray or dish.
 - (b) Make a box using the slab method.
 - (c) Make a vase or jar using the coil method.
 - (d) Make four different tiles of your own design.
 - (e) Make a human or animal figurine or decorative design.
 - (f) Throw a simple vase on a potter's wheel.
 - (g) Make a pottery form. Help to fire it.

DATE COMPLETED

- 12a. Design a printed piece (flier, T-shirt, program, form, etc.) and produce it.
- 12b. Explain your decisions for the typeface or typefaces you use and the way you arrange the elements in your design.
- 12c. Explain which printing process is best suited for printing your design.
- 12d. If desktop publishing hardware and software are available, identify what hardware and software would be appropriate for outputting your design.

DATE COMPLETED

13. Produce the design you created for requirement 12 using one of the following printing processes:
- (a) **Offset lithography:** Make a layout and then produce a plate using a process approved by your adult leader. Run the plate and print at least 50 copies.
 - (b) **Screen process printing:** Make a hand-cut or photographic stencil and attach it to a screen that you have prepared. Mask the screen and print at least 20 copies.
 - (c) **Electronic/digital printing:** Make a layout in electronic form, download it to the press or printer, and run 50 copies. If no electronic interface to the press or printer is available, you may print and scan a paper copy of the layout.
 - (d) **Relief printing:** Prepare a layout or set the necessary type. Make a plate or lock up the form. Use this to print 50 copies.

DATE COMPLETED

14. Do ONE of the following, and then describe the highlights of your visit.
- (a) Visit a newspaper printing plant: Follow a story from the editor to the press.
 - (b) Visit a commercial or in-plant printing facility: Follow a job from beginning to end.
 - (c) Visit a school's graphic arts program: Find out what courses are available and what the prerequisites are.
 - (d) Visit three websites on the internet that belong to graphic arts professional organizations and/or printing-related companies (suppliers, manufacturers, printers). Download product or service information from two of the sites.

DATE COMPLETED

- 15a. **Mechanical drafting:** Make a scale drawing of some piece of craft work or object.

- 15b. Use the orthographic projection technique to show at least three views.

- 15c. Use dimension lines to show the actual size.

DATE COMPLETED

- 16a. **Electrical drafting:** Draw a schematic of a radio or electronic circuit.

- 16b. Properly print a bill of materials of the major electronic parts of the radio or circuit.

- 16c. Use standard drawing symbols for the electronic components.

DATE COMPLETED

- 17a. Using a computer-aided drafting (CAD) system, prepare and plot one of the drawings in requirements 15 and 16.

- 17b. Create the format (border and title block) on the computer before starting the drawing.

DATE COMPLETED

18. Explain and demonstrate the proper elements of a good motion picture.

DATE COMPLETED

19. Do the following for a motion picture:

- (a) Tell the story you plan to film. Write the script of the story along with descriptions of the scenes to be shot.
- (b) Prepare a storyboard for a motion picture (this can be with stick figures and rough sketches).
- (c) Demonstrate SIX of the following motion picture shooting techniques: (1) using a tripod/monopod, (2) panning the camera/ following the action, (3) framing, (4) lighting the subject, (5) ensuring quality of light, (6) shooting with a hand-held camera, (7) recording good sound, and (8) editing.

DATE COMPLETED

20. Do ONE of the following, using techniques in planning a program for your post or a school. Start with a storyboard, and complete the requirement by presenting it to your post or class.

- (a) Create a mini feature of your own design using the techniques you have learned.
- (b) Film or videotape a vignette that could be used to teach someone a new skill.

DATE COMPLETED

21. Research and discuss these jobs related to film or video production: director, producer, audio engineer, video engineer, support crew.

DATE COMPLETED

22. Plan and weave a large basket or tray. Use reed, raffia, or splints.

DATE COMPLETED

23. Weave a seat for a stool or chair. Use cane or rush.

DATE COMPLETED

24. Promote a product or an idea with a picture or pictures.

DATE COMPLETED

25. Research and discuss career opportunities in art.

DATE COMPLETED