



# Building the Students' 21<sup>st</sup> Century Communication Skills for the Workplace of Tomorrow

Presented at the  
Career Clusters Institute,  
Atlanta 2011

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# The Millennials

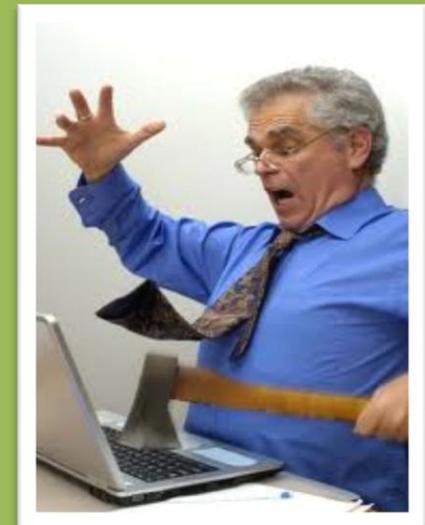


1965-1979



## Boomers

1946-1964



# Conflicting Worlds

- **Generations--different**
- **Priorities--different**
- **Each generation--believes world runs from their perspective.**
- **Division between expectations**
  1. **how work happens**
  2. **of understanding each other's work process**

# Focus of this Presentation

**1) Multi-Generational Work Force**

**2) Team Work**

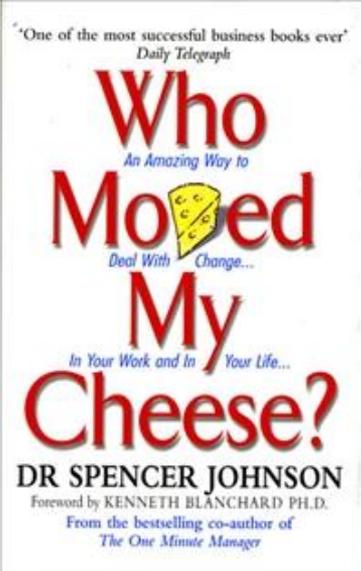
**a. Diversity**

**3) Clear Communications**

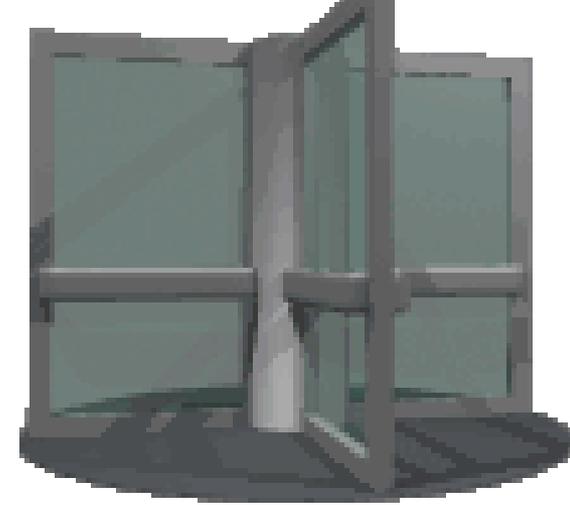
**a. Civility**

**4) Problem Solving**

**a. Critical and Creative Thinking**



# Defining Views of Work



- 1. If you believe the boss is the boss and the job is my lifelong career-**
- 2. If you believe that work should be playful and engaging-**
- 3. If you believe that when you get tired of your current work, you will take the opportunity to explore another career-**

# Multi Generational Workforce

Boomers	Generation X	Millennial's
<b>Build and excel in a career</b>	<b>Build a portable career, a repertoire of skills and experience</b>	<b>Build parallel careers, Hold several jobs simultaneously</b>
<b>Monetary gains, security and gains</b>	<b>Immediate rewards and career portability</b>	<b>Parallel careers and choice</b>
<b>Help me balance everything else and find meaning myself</b>	<b>Give me balance now, not when I retire or age 65</b>	<b>Work isn't everything, I need flexibility to balance all my activities</b>

# TEAMWORK



**1. Issues?**



**2. Relevance?**



**3. "Put it in Your Pocket"**

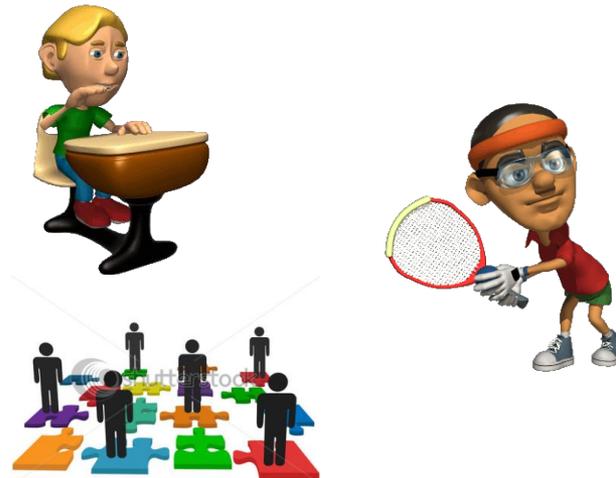




# Issue--Students and Teams-

## Why classroom teams sometimes don't work?

- The Eager Beavers
- The Game Players
- The Disenfranchised
- The Mommy kids
  - “Take your mamma to school”





# Issue—The team member

- Screen generation
- Diversity—“Whatever” generation
- Civility- “Emotionally Charged”
- Not consensus builders
- Trust issues
- Critical Thinkers???

# Relevance to the Workplace



- **Teamwork**

- Productivity tool
- Better work flow,
- Shorter lead times
- Better use of talent and job specialization
- Synergy
  - companies want energy and creativity that comes from synergy.



- **Through teamwork, creativity is cubed**
  - Multiple insights, multiple talent, multiple viewpoints

# Teaching Leadership

- **Leadership beyond sports**
- **Leadership and teamwork training is ongoing throughout the year.**
- **Train for Teamwork**
  - **Focus on acceptance, diversity, learning styles, communication, face to face time**



# **“Put it in Your Pocket” Forming Teams**

# Breakout of Personality Types



source: Tiger Stripes and Personality Types

- SJ: 38% of the population  
– 56% of teachers
- NT: 12% of the population  
– 6% of teachers
- NF: 12% of the population  
– 36% of teachers
- SP: 38% of the population  
– 2% of the teachers

# “Put it in your Pocket”

## Team Work-Accountability



- **Group by learning styles**
  - Assign specific tasks to each member, (part to whole)
  - Grades are individual and teamwork, but individual weighs more than team.
  - Students create Wikki page to host work so each can check out team progress
  - Create a timeline for completion
  - Create rubrics to guide students in work

# **“Put in your Pocket” Ways to Create Teams**



- 1. Outdoors experiential learning stressing :**
  1. diversity, communication, problem solving, trust.
- 2. Embed skills into daily curriculum**
  1. Employability skills are not taught all at once
- 3. Use the team approach all year**
- 4. Grouping kids by a variety of profiles:**
  1. Learning styles, Achievement, Random, Career Paths,
- 5. Assign students individual and team responsibilities**

# “Put it in your Pocket” Lesson for Teamwork



- **Write a Business Proposal**

- ✓ Divide proposal into component parts—Proposal, Timelines, Materials and Costs, Experience of Company, Background of a company, Introduction and conclusion.
- ✓ Combine materials
- ✓ Writer Workshop—review for organization, content, and conventions of writing

- **Present the Proposal**

- ✓ Each student becomes the expert on their part of the material and owns their presentation.
- ✓ Learn the flow of group presentations

# Communications

1. Issues?



2. Relevance?



3. "Put it in your Pocket"



# Issues in Communication



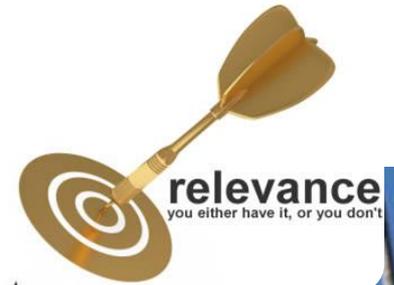
- Civility
- Tribal
  - “Bring your Mother to School”
- Social Media
- Sense of Audience
- Screen to Screen communication
  - Non prof. abbrev., inability to face to face
  - Brevity of text or email

# Issue: Audience



- Audience—understanding different audiences
  - Students do not understand how to address different age groups/audiences effectively.
  - IMT Students

# Asper Commons Project



# “Put it in your Pocket” Civility



- Develop a mission statement and Core Values.
- Core Values become heart of classroom behavior.
- Find Video clips on You Tube demonstrating Core values
- Students identify behaviors stemming from Core Values.
- Reference daily the Core Values.

# “Put it in Your Pocket”

## Understanding Audience



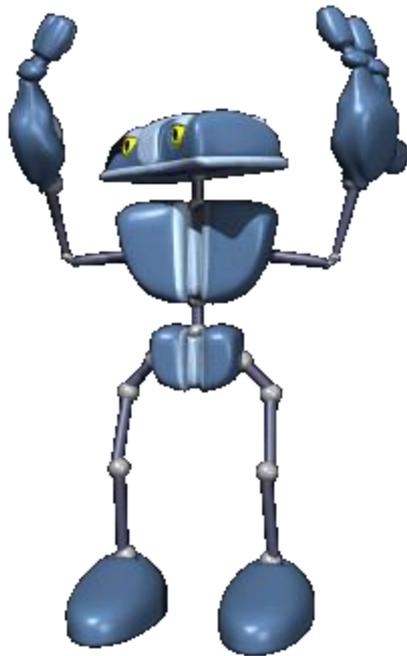
- Computer class
  - Create an educational computer game for a specific grade level.
  - Interview audience and gain data on their needs, interests, what they are learning in their classes.
  - Use data to create the game
  - \*\*\*Tested the assumptions students made of their audience. High School tended to see the world through their own perspective.

# “Put it in Your Pocket” Presentations



- **Instructional Power Points on “How to use A GPS”**
  1. Assign different audiences
  2. Create vocabulary for a technical group, a general audience, an elderly audience
  3. Visit audience, interview groups, survey groups to determine levels of understanding, vocabulary/terminology to use, illustrations needed.

# Problem Solving



**Employability  
Issues?**



**Relevance?**



**“Put it in your  
Pocket”**



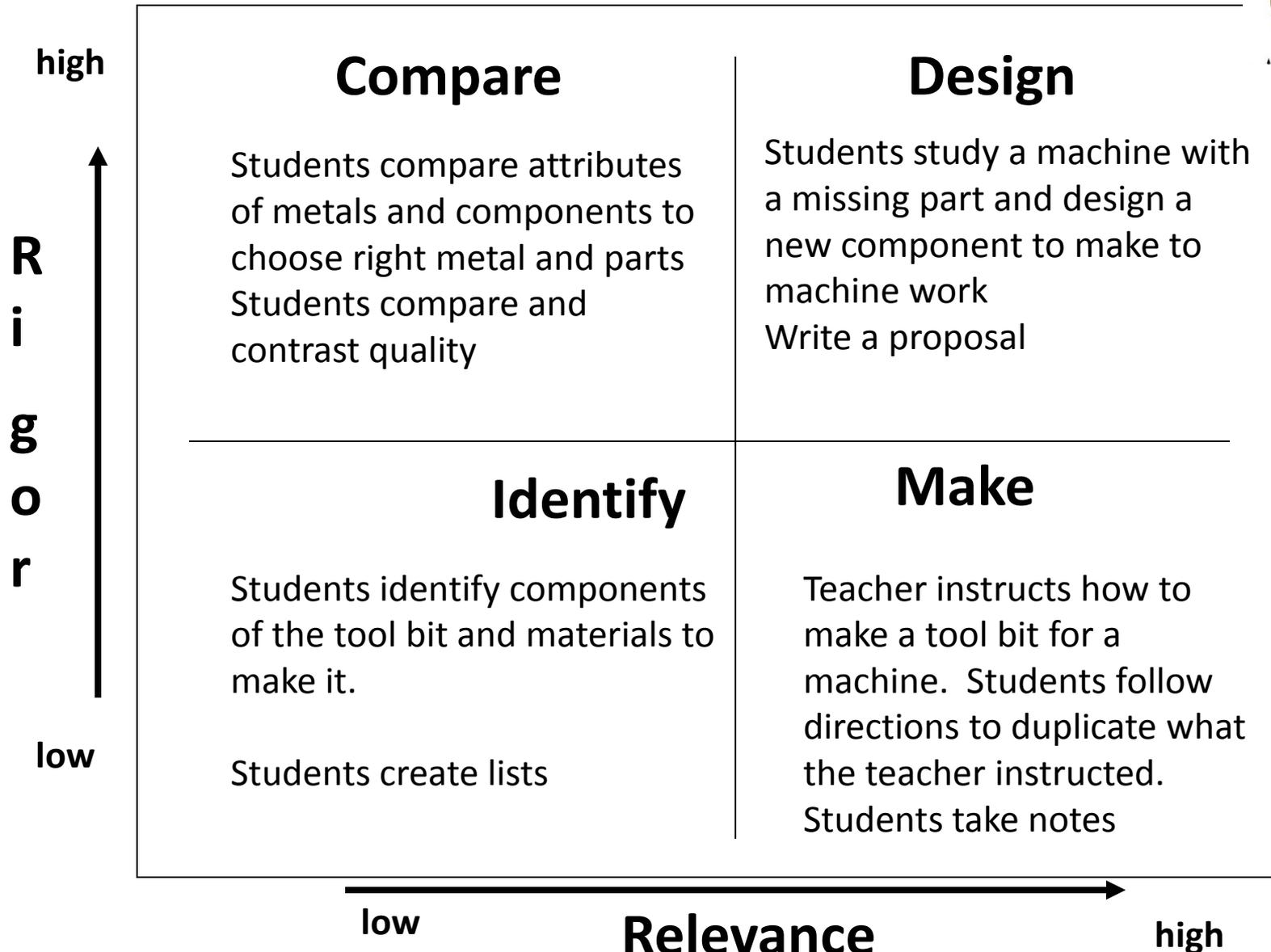
# What employers want:

- Free thinkers
- Risk takers
- Team players
- Punctual, and reliable
- Meets deadlines
- Mature workers

# What employers get:

- Controlled thinkers, limited by standardized testing
- Fear of Failure, not risk-takers
- Don't meet Deadlines
- Clouded by emotions
- Non-Team Players

# Rigor and Relevance Framework



# "Put it in your Pocket" Un-boxing a Problem



What are the Facts?



What are my Assumptions?



What do I need to Know?



What are my Resources?



What are the Actions to take?



What are Potential Solutions?



*“As human beings, our greatness lies not so much in being able to remake the world..as in being able to remake ourselves.”*  
-- Mahatma Gandhi



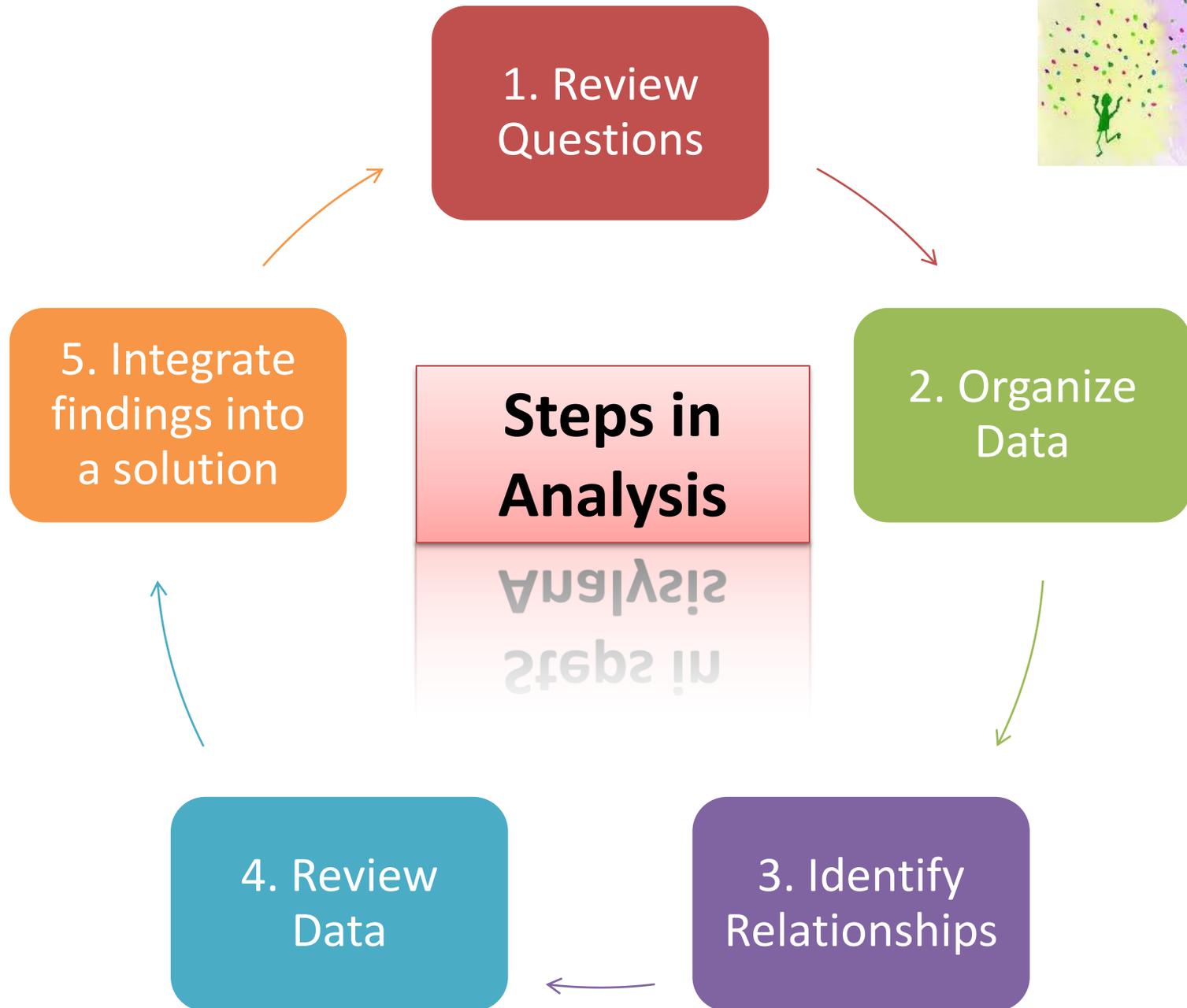
# Results from the World Café



6/21/2011

Butler-Larkin 2011

**AUBURN**  
CAREER CENTER



# “Put it in your Pocket” Problem Based Learning



- **Language Arts:**
  - Read assigned stories representing elements of Gothic writing.
  - Identify styles, traits and themes
  - Identify social norms of the time period
  - What commentary does the writer make about his/her world?
- **Relevance**
  - writing reflects social norms of the day
  - Read to understand what author is saying about your world.
- **Validation**
  - See writer as social critic
  - Understand bias, viewpoints, social issues, persuasive elements life linkages.

# Multigenerational and Global Understanding

- Employment planning---
- Global environment with multi cultural multi-generational differences
  - Morgan Spurlock
- We need workers trained to work in these diverse areas. (find research to support our thoughts)

# Global Learning— think local and go global

- **Create a company profile**
- **Study customs, educate and business practices in a foreign company**
- **Create a “Survival” Dictionary**
- **Present Report**
- **Re-in act a business transaction representative pof the country they study**
  
- **What are you doing to create global awareness?**

# Relevancy!!



- Why are these employability skills important?
  - If we don't communicate and teach in a way that is engaging the needs and concerns of our students--
  - If we don't learn how to communicate and work together on multiple generational levels—
  - If we don't create a global cultural awareness—

We are disenfranchising generations of young people.  
We are not being effective as models and teachers.

# If we always do what we have always done-----

- We disenfranchise the student, we make ourselves non-relevant
- They will learn elsewhere and not from us
- Go to You Tube, The Internet,
- Get out of the way and connect kids to resources they need to make their learning relevant.

# ...take it with you

## Goals

To teach students to be aware of their audiences

To engage in conversation and critical thought.

To practice skills needed for cooperative leadership

## Outcomes

Multi-generational workforce

Engage with civility

Works well in teams



# Questions



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