# **Session 2**

Why do I want to work?

foundation for people with learning disabilities





# Session 2 Why do I want to work?

### **Objectives**

- To continue the discussion about employment from the previous session.
- To consider why we go to work.
- To hear about other people's experiences of work.

### Preparation

### Equipment

- Laptop and projector
- Whiteboard or flipchart
- Pens
- Coloured pencils
- Flipchart papers from previous session

# You will also need to download and print out the following:

'Why do I want to work?' instructions, cards and activity sheet

Spider Chart activity sheet (optional)

# And show a film clip about employment such as:

https://www.youtube.com/ watch?v=MGsZA15hMeg (or invite a speaker with a learning disability who has a paid job)





### **Session outline and resources**

- **1. Review and reflection**
- 2. Film or speaker
- 3. Exercise: Why do I want to work?



### 1. Review and reflection

Start with a recap of the previous session. Ask the group for three things they can remember from the last session and capture what they say on a flipchart. This may generate some further discussion about employment and the stories that they have heard.

Ask for volunteers to be timekeepers for the session. If the students are divided into groups, one person can volunteer from each. As stated earlier on, it is useful to incorporate timekeeping as a regular element of the sessions because it is a key skill required in the workplace and this gives students a chance to practise in a safe environment.



### 2. Film or speaker

Resource needed: film clip such as https:// www.youtube.com/watch?v=MGsZA15hMeg

This activity explores the benefits of working. Why did they want a job? What do they get out of being in work? If you have managed to arrange a speaker, ask them to speak briefly about their job but to focus on the reasons why they enjoy work. Offer a chance for questions.

- 4. Review and reflection
- 5. Exercise: Spider Chart (optional)



## 3. Exercise: Why do I want to work? game

Resources needed: 'Why do I want to work?' Instructions, cards and activity sheet

This exercise requires both individual and group responses to the question but most importantly generates conversation about the different reasons why people want to work and the benefits they gain from having a paid job. Please refer to the separate instructions for this exercise.



Explore any issues raised in the exercise with the whole class.



### 5. Optional exercise: Spider Chart

### **Resource needed: Spider Chart**

This exercise can be used to evaluate students' progress and is ideally repeated a number of times during the programme. It enables the students to capture their views and expectations about employment in a questionnaire that looks like a spider's web. It introduces themes such as workplace culture, managing money and work experience.

# 'Why do I want to work?' game instructions (1)

### Purpose of the game

The aim of the exercise is to encourage students to think about why they might want a paid job. It presents a variety of reasons why people in general would want to work and challenges students to explore and consider their own motivations.

The exercise consists of three parts:

- a short film
- a game to be played in small groups
- an activity sheet to be completed by each student.

### Resources

### Short film

There are a number of films available to view online. It is useful to show films of local people if possible. The following clip was developed under Valuing Employment Now http://www. youtube.com/watch?v=MGsZA15hMeg

### Game cards

There are 10 game cards, each featuring a different reason for wanting to get a job, e.g. to pay bills, to tell people I have a job, to use my skills and talents etc. These should be printed and laminated.



### **Activity sheet**



You'll also need flipchart paper, Blu-tack and coloured pens or highlighters (if available).

Allow 20-30 minutes to complete the game.





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# 'Why do I want to work?' game instructions (2)

### Instructions

- 1. Begin by telling the group the exercise is to get them thinking about the reasons they want to work.
- 2. Show the film or YouTube clip (this will take around 3 minutes).
- 3. Give each group a sheet of flipchart paper divided into three columns, with the headings written in colour (green, yellow, red) to create a traffic light-style resource:

| Yes! | Maybe | No |
|------|-------|----|
|      |       |    |
|      |       |    |
|      |       |    |
|      |       |    |

- 4. Give each group a pack of cards and tell them to take one card at a time, discuss what it says and decide as a group whether it's a really good reason to want a job (yes!), an OK reason (maybe) or not that important (no). Then ask them to place the card in the appropriate column of the flipchart (they could stick the cards on with Blu-tack).
- 5. Students should be encouraged to discuss and debate why one reason is more or less important than another. They can place cards in order of importance in a column, or side by side if they think the reasons are equally important.
- 6. The game is complete when the groups have discussed and placed all the cards on the chart.
- 7. Ask the groups to feed back their top and bottom reasons and discuss why they were chosen.
- 8. Give each student an activity sheet and ask them to work by themselves to think about their own personal reasons for wanting a job. Ask them to circle their top three reasons.
- 9. When they have done this, ask them to pick their number one reason from their top three and get them to feed back to everyone else.







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# Why do I want to work? cards



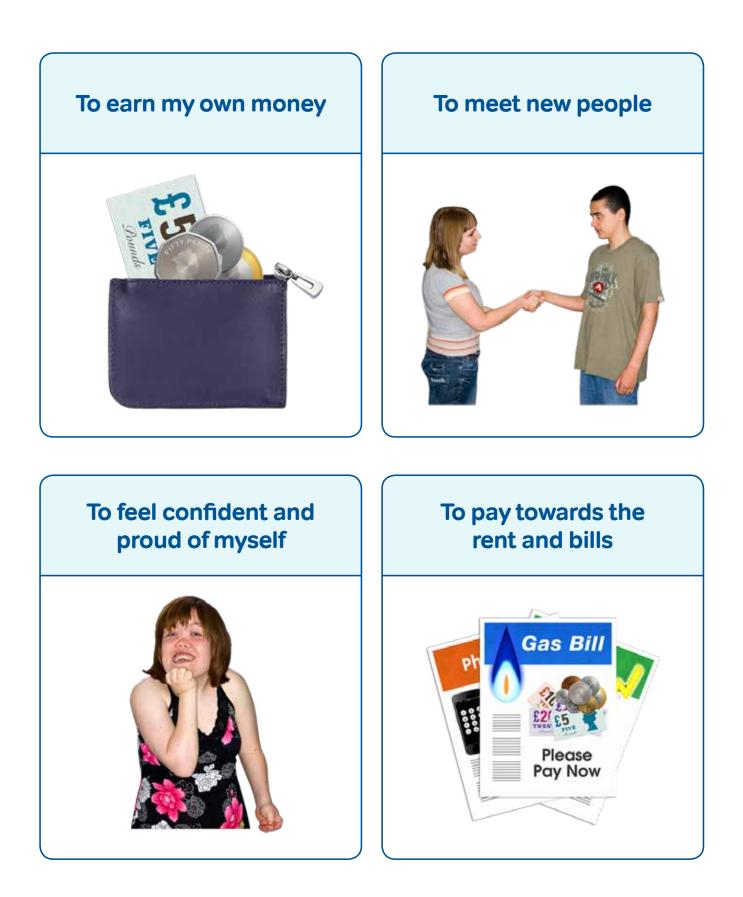




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# Why do I want to work? cards



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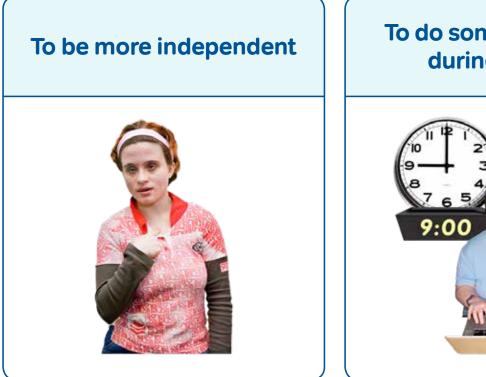
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# Why do I want to work? cards



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# Why do I want to work? activity sheet

# Name:



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