## Youth and careers

Subject and dissiplines	SDC 9: Decent work and economic growth
Subject and disciplines	SDG 8: Decent work and economic growth.
	SDG 10: Reduced inequalities.
	SDG 5: Gender equality
Time	1 day (3 hours)
SDGs, primary, secondary	8: Decent work and economic growth.
	10: Reduced inequalities.
	o 5: Gender equality
	200
Purpose: Students collaborate on a	T second
comparative view on SDGs in their local	88
contexts.	ECONOMY III
<ul> <li>They share challenges and solutions.</li> </ul>	PATE TO THE TO THE PATE TO THE
They build global skills.	
They contribute to sustainable	SOCIETY SOCIETY
communities.	1 to 5 to 1 to 1 to 1 to 1 to 1 to 1 to
	BIOSPHERE IS S.
	<b>T</b>
	H === B === B
	SDG 8: Decent work and economic growth.
	SDG 10: Reduced inequalities. SDG 5: Gender equality
Problem statement for the SDGs	If you are young, your age can have an unfair influence
	on your employability and work conditions
	Central concept is adultism. We look at the implications of
	this concept, particularly in the job market.
Work questions	What does it mean to be a young person in the labour
	market?
	Which are the main inequalities and what can the students
	and the school do to take part in the change?
	Young women, victims of double discrimination?
Working methods and data material	The activities can be developed in a single day. Prior to
	that day a short explanation to the SDG involved in the
	training module should be given.
	3
	Problem Based Learning Methodology in group work
	each group:

1. Problematizes to raise the analysis
1. Froblematizes to raise the analysis
2. Gets informed/ plays/ investigates/ proposes (call to action) formal ways to shed light on the problem.
More support from the teacher is needed.
The class should be divided in small mixed working groups from both countries (about 4 students max if digital meeting) and all students will be together (big group) for general activities (ice breakers, game, and product presentations).
Sharing of information and presentations for webinars, comparison of problems and solutions. Sharing process and output through icebreakers, games, and the final products.
Students are free to propose their own creative output to share the information about the key concept. We offer them some choices, but they are also free to create something different starting from their own talents.
The products should be realistic and suitable to the module length.
Some examples could be:
Tik-tok videos. PowerPoint presentations. Summary document with recommendations for action. Infographics. Digital poster with statements. Etc.
https://en.wikipedia.org/wiki/Adultism https://www.nuatc.org/articles/pdf/understanding_adultism.pdf https://www.safeatschool.ca/professional-learning/youth- empowerment/youth-empowerment-for-character- development/why-talk-about-power/adultism-and-adult- privilege https://media.iese.edu/research/pdfs/WP-1100-E.pdf http://adultisminjustice.weebly.com/effects-of-adultism.html https://onlinelibrary.wiley.com/doi/full/10.1111/chso.12526