

Future Job Detective Agency

MINI JOURNALISM + ROLE-PLAY

SKILL: ADAPTABILITY

90 MINUTES (PLUS 30 MINUTES OPTIONAL FOLLOW-UP)

RECOMMENDED AGE RANGE

Ages 10-14 — old enough to understand career concepts and conduct real interviews, young enough to still be shaping their assumptions about work.

WHAT YOU NEED

Notebook or phone for notes

Access to 3-4 adults willing to answer questions (family, neighbors, friends' parents)

Printed "Detective Badge" (hand-drawn is fine)

Timer

ACTIVITY STEPS

- 01 Mission Briefing (10 min):** Explain that your child is investigating how real people's jobs have changed in the last 5 years. Give them their "detective badge" and three core questions to ask each person: (a) What tools did you use for work 5 years ago? (b) What tools do you use now? (c) What part of your job will never be done by a computer?
- 02 The Interviews (40 min):** Child interviews 3-4 adults about their work. They must take notes on specific examples, not just general answers. Push them to ask follow-up questions like "Can you show me that tool?" or "What happened to the person who used to do that task?"
- 03 Pattern Hunt (20 min):** Together, look at all the interview notes. Create two columns: "Things that changed" and "Things that stayed the same." Look for patterns. Did more people mention learning new software or changing how they communicate? Did physical skills remain constant while digital tools shifted?
- 04 Future Forecast (15 min):** Have your child pick one job they're interested in and predict: What tools might that job use in 5 years? What part of it will definitely still need a human? They must base predictions on patterns from interviews, not just guesses.
- 05 Role Reversal (5 min):** You interview THEM using the same three questions, but about school. Watch how they describe their own adaptation to new tools and methods without even realizing it.

THE DEEPER LESSON

This activity makes the abstract concept of "AI exposure" concrete by showing kids that every job is already changing constantly — not just tech jobs. The research found that theoretical AI capability far exceeds actual usage, and this activity reveals why: real humans make slow, messy decisions about adopting new tools based on what actually works. Kids learn that adaptability isn't a scary buzzword; it's just noticing what works and being willing to try something different next time.

CONVERSATION STARTER

"If you could design a job that AI definitely couldn't do, what would make it impossible for a computer — and would anyone actually want to pay for that work?"

Raised Nimble

You cannot out-compete AI. But you can out-human it.

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