

Learning and Future Success



Recommended
5th Grade



Length
40-90 Minutes

About This Lesson

In this lesson, students explore the importance of lifelong learning, link learning activities with their perks, and investigate how a commitment to keep learning can help in a career they like.

Learning Objectives

By the end of this lesson, students will:

- Identify reasons learning is important
- Explore the value of lifelong learning by linking learning activities with their potential benefits
- Reflect on how what they're learning now relates to job possibilities in the future
- Describe the learning they will need to do to work in a job that they like
- Share the importance of lifelong learning with friends and family

Driving Question

Why is learning important?

Future-Ready Skills

Critical Thinking

Career Awareness

Lesson Breakdown

20-30
minutes

Activity 1 - Mission: Learning and Future Success

Direct students to complete **Mission: Learning and Future Success**, where they will explore why learning is important.

20-60
minutes

In-Real-Life Mission: Lead a Learning Challenge!

In this extension activity, students lead a learning challenge to share with their friends and family the importance of lifelong learning. They can use the handout to record their findings, or create a video, audio recording, or photo collage of their mission. They then upload the artifact to **Storyboard**, and reflect on what they learned.

View Spanish handout on page 4: [Misión para la vida real: ¡Dirige un desafío de aprendizaje!](#)

Xello Entry Points

Students will like 3 careers before beginning **Mission: Learning and Future Success**. As part of the extension activity, students will upload their handout or artifact to **Storyboard** and reflect on what they learned about the topic and themselves.

Vocabulary

- Effort
- Knowledge
- Skills
- Mistakes
- Benefits
- Practice
- Lifelong Learning

Student Handouts

View and share the handouts included in the next pages.

If you have a Google account, choose a version below to make a copy of the handout in your Google Drive. Edit the copy and share it with your students.



[Copy English handout](#)



[Copy Spanish handout](#)



Lead a Learning Challenge!

Create a contest to keep people learning



1 Find some players

Round up your family or friends to join the challenge. Pick people who like to compete and love to learn!

2 Challenge the players to learn 5 new things

Get every player (yourself included!) to learn at least 5 new things. You get to set the rules!

Here are some ideas for leading the challenge:

- Instruct each player to learn about whatever interests them, or decide on a topic like nature, sports, or current events.
- Settle on 1 winner who learns 5 new things the fastest. Or give out prizes for certain things, like learning a tricky skill or facing a fear.
- Decide on prizes or rewards. Create a trophy, medals, or come up with some other way to celebrate the players.
- Create a tracking chart for players to record what they learned and how.
- Set a timeframe for the contest. It could be a day, a weekend, a week, or longer.

3 Report on the challenge

Type out what happened in the worksheet, or upload some photos, a video, or a sound recording to Storyboard. Or do both! Before you finish your report, add your thoughts about what you learned.

Lead a Learning Challenge!

Create a contest to keep people learning

Who are the players?

What things did you and your family and friends learn?

•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•

And the winner is...

¡Dirige un desafío de aprendizaje!

Crea un concurso para que la gente siga aprendiendo



1 Trouve des participants

Invite des membres de ta famille ou des amis à relever le défi. Choisis des personnes qui aiment compétitionner et qui adorent apprendre!

2 Desafía a los participantes a aprender 5 cosas nuevas.

Haz que cada participante (incluido tú mismo) aprenda por lo menos 5 cosas nuevas. Tú serás quien fije las reglas.

A continuación, se ofrecen algunas ideas para dirigir el desafío:

- Indica a cada jugador que aprenda sobre cualquier tema que le interese o toma define un tema de aprendizaje, como la naturaleza, el deporte o los acontecimientos actuales.
- Define 1 ganador que aprenda 5 cosas nuevas más rápido. También podrás entregar premios por algunos logros, como aprender una aptitud compleja o enfrentar un miedo.
- Define los precios o las recompensas. Crea un trofeo o medallas, o inventa otra forma de celebrar los logros de los participantes.
- Crea una tabla de seguimiento para participantes para registrar lo que aprendieron y la forma en que lo hicieron.
- Fija un plazo para el concurso. Podría ser un día, un fin de semana, una semana o más tiempo.

3

Hacer un informe sobre el desafío

Escribe lo que pasó en la hoja de trabajo o carga algunas fotos, un video o un sonido grabado al Guión gráfico. ¡Puedes hacer todo! Antes de finalizar tu informe, agrega tu opinión sobre lo que aprendiste.

¡Dirige un desafío de aprendizaje!

Crea un concurso para que la gente siga aprendiendo

¿Quiénes participan?

¿Cuáles fueron las 5 cosas que aprendiste y los otros participantes aprendieron?

•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•
•	•

Y el ganador es....
