Iowa CTE

Middle School CTE Common Universal Standards

Iowa Middle School CTE Common Universal Standards IA MS E 0.0

1 Employability Skills: (overarching comprehensive standard statement) IA MS E 1.0

- 1.1 Demonstrate transferable knowledge and skills like attitudes, teamwork, leadership in the learning environment. . IA MS E 1.1
- 1.2 Create an environment that encourages and respects the ideas, perspectives, and contributions of all group members. IA MS E 1.2
- 1.3 Evaluate effective conflict prevention techniques. IA MS E 1.3
- 1.4 Apply the roles of decision-making and problem-solving in reducing and managing conflict. IA MS E 1.4
- 1.5 Demonstrate effective responses to bullying harassment. IA MS E 1.5

2 Career Exploration IA MS E 2.0

- 2.1 Summarize industry career pathways, including education needed, training requirements, knowledge, skills, attitudes, and available opportunities. IA MS E 2.1

3 Develop Effective Safety Practices IA MS E 3.0

- 3.1 Demonstrate safety and sanitation procedures for a clean and safe environment. IA MS E 3.1
- 3.2 Students apply safety practices in the learning environment. IA MS E 3.2

4.0 Ethics in the Workplace IA MS E 4.0

- 4.1 Model ethical behavior and sound decision-making principles in the learning environment. IA MS E 4.1
- 4.2 Examine how the industry contributes to or influences society. IA MS E 4.2

5.0 Leadership & Career and Technical Student Organizations (CTSOs) IA MS E 5.0

- 5.1 Demonstrate leadership skills and abilities in school and community settings through participation in civic and community leadership and teamwork opportunities. Exhibit traits such as compassion, service, listening, coaching, developing others, team development, and understanding and appreciating others. IA MS E 5.1

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5.2 Explore how Iowa's career and technical student organizations (CTSOs) are integral components of career and technical education courses through compounding leadership experiences and professional skill development, service learning opportunities in the school and community and experiential work- and project-based learning and competitive events. IA MS E 5.2