

## **Comenius partnership project:**

Bridging an expanded learning arena – Strategies for building mutual links between education and working life.

Project nr. 2013-1-NO1-COM06-06212(1,2 and 3)

## **55 DIFFERENT CAREER VALUES**

## INDEPENDENCE

Be able to determine nature of work without significant direction from others. Not have to follow instructions or conform to regulations.

## CHALLENGING PROBLEMS

Engage continually with complex questions and demanding tasks, trouble-shooting and problemsolving as core part of my job.

# EXERCISE COMPETENCE

Demonstrate a high degree of proficiency in job skills and knowledge; show above average effectiveness.

## JOB TRANQUILITY

Avoid pressures and "the rat race" in job role and work setting.

# CREATIVE EXPRESSION

Be able to express in writing and in person my ideas concerning job and how I might improve it; have opportunities for experimentation and innovation.

## WORK UNDER PRESSURE

Work in time-pressured circumstances, where there is little or no margin for error, or with demanding personal relationships.



## PHYSICAL CHALLENGE

Have a job that requires bodily strength, speed, dexterity or agility.

## PRECISION WORK

Deal with tasks that have exact specification, that require careful, accurate attention to detail.

## KNOWLEDGE

Engage myself in pursuit of knowledge, truth and understanding.

## AESTHETICS

Be involved in studying or appreciating the beauty of things or ideas.

## STATUS

Impress or gain the respect of friends, family and community by the nature and/or level of responsibility of my work.

### INTELLECTUAL STATUS

Be regarded as very well-informed and a strong theorist, as one acknowledged "expert" in a given field.

## FAST PACE

Work in circumstances where there is high pace of activity and work is done rapidly.

### EXCITEMENT

Experience a high degree of stimulation or frequent novelty and drama on the job.



### SECURITY

Be assured of keeping my job and a reasonable financial reward.

### CHANGE AND VARIETY

Have work responsibilities frequently changed in content and setting.

### ADVANCEMENT

Be able to get ahead rapidly, gaining opportunities for growth and seniority from work well-done.

### WORK ON FRONTIERS OF KNOWLEDGE

Work in research and development, generating information and new ideas in the academic, scientific, or business communities.

### WORK ALONE

Do projects by myself, without any amount of contact or input from others.

### INFLUENCE PEOPLE

Be in a position to change attitudes or opinions of others.

### HELP OTHERS

Be involved in helping people directly, either individually or in small groups.

### STABILITY

Have a work routine and job duties that are largely predictable and not likely to change over a long period of time.



## FRIENDSHIPS

Develop close personal relationships with people as a result of work activity.

### MAKE DECISIONS

Have the power to decide courses of action, policies, etc. -- a judgment job.

### POWER AND AUTHORITY

Control the work activities or destinies of others.

### HELP SOCIETY

Do something to contribute to the betterment of the world.

### PUBLIC CONTACT

Have a lot of day-to-day contact with people.

## AFFILIATION

Be recognized as a member of a particular organization.

### COMPETITION

Engage in activities which pit my abilities against others.

## **CREATIVITY (GENERAL)**

Create new ideas, programs, organized structures or anything else not following a format developed by others.



## COMMUNITY

Live in a town or city where I can meet my neighbors and become active in local politics or service projects.

### TIME FREEDOM

Have responsibilities at which I can work according to my time schedule; no specific working hours required.

### RECOGNITION

Get positive feedback and public credit for work well done.

### MORAL FULFILLMENT

Feel that my work is contributing to ideals I feel are very important.

## LOCATION

Find a place to live (town or geographic area) conducive to my lifestyle, a desirable home base for my leisure, learning, and work life.

### ARTISTIC CREATIVITY

Engage in creative work in any of several art forms.

### WORK WITH OTHERS

Have close working relations with a group and work as a team to common goals.

### HIGH EARNINGS ANTICIPATED

Be able to purchase essentials and the luxuries of life that I wish.



PROFIT, GAIN

Have a strong likelihood of accumulating large amounts of money or other material gain through ownership, profit-sharing, commissions, merit increases, etc.

### **SUPERVISION**

Have a job in which I am directly responsible for work done by others.

### FAMILY

Insure that the type of work I do and the hours I work fit with my family responsibilities.

### SPIRITUALITY

Work in a setting that is supportive of my spiritual beliefs.

### WORK-LIFE BALANCE

A job that allows me adequate time for my family, hobbies and social activities.

### ENVIRONMENT

Work on tasks that have a positive effect on the natural environment.

### HONEST AND INTEGRITY

Work in a setting where honesty and integrity are assets.

### FUN AND HUMOR

Work in a setting where it is possible (and appropriate) to joke and have fun.



STRUCTURE AND PREDICTABILITY

Do work with a high level of structure and predictability.

## STEEP LEARNING CURVE

Be presented with new, unique or difficult tasks to be quickly mastered.

## PERSONAL SAFETY

Have a high probability of being safe and healthy at work.

## **GROUP & TEAM**

Work with a group to obtain team (rather than individual) results.

## TRADITION

Be involved in work that is consistent with the social traditions in which I was brought up with.

# PRACTICALITY

Be involved with work that yields a practical or useful result.

## DIVERSITY

Work in a setting that includes individuals of diverse religious, racial or social backgrounds.

## ADVENTURE

Have job duties which involve frequent risk-taking.