

Event Name	Description
<b>Career Association Marketplace and Chapter Banner (2 events)</b>	<b>Career Association Marketplace</b> -2-person event that enables each high school chapter to promote their respective school's Career Association while using creativity and expression. The students will also be judged on their ability to present themselves and communicate the Career Association's information to others. <b>Chapter Banner</b> -6-person event that encourages chapter members to demonstrate their artistic, creative, and imaginative abilities by creating a banner which promotes Jobs for America's Graduates.
<b>Career Display and JAG Advantage - Video Contest (2 events)</b>	<b>Career Display</b> -2-person event that encourages students to analyze career information, improve their ability to present themselves, and communicate and present career information to others. The display allows the students to express ideas through an artistic medium to highlight the benefits of a particular career focus. <b>JAG Advantage - Video Contest</b> -6-person team develops a three minute ad that captures the theme of "The JAG Advantage" and promotes the JAG program. While the video will be judged on quality, composition, and clarity, the judges will also be looking to truly understand the essence of the JAG program and what it means to the students.
<b>Character Counts</b>	3-person team competition. Teams work to address an ethical dilemma that they must analyze and provide a solution to, and then give a 10 minute presentation of their solution to the judges. The participants will be judged both on their proposed solution and their ability to present it to the judges
<b>Creative Problem Solving</b>	6-person teams are given a hypothetical problem related to a school or community issue. Teams will have 15 minutes to analyze the problem and prepare a solution for presentation to the panel of judges.
<b>Employability Skills</b>	Individual participants compete for a simulated job opening by developing a job application, cover letter and a resume. Students will then experience a simulated employment interview the day of the CDC.
<b>Financial Literacy</b>	3-person teams compete by answering financial literacy questions in a game show-type event.
<b>Entrepreneurship</b>	4-person teams create a "sales pitch" prior to the CDC and present their product or idea to a panel of judges. This allows the students to present themselves as entrepreneurs who are marketing a new product, concept, or idea, but requires funding from a panel of judges to ensure its success.
<b>JAG Advantage Presentation Challenge</b>	3-person teams will create a Power Point presentation with the intent to recruit fellow students into JNJG by describing how the program has impacted their lives. The presentation can include classroom experiences, activities, community service projects, mentoring experiences, career exploration, and job shadowing trips.
<b>Public Speaking</b>	Individuals will prepare and present a speech which will be a minimum of 3 minutes and a maximum of 5 minutes on one of the following topics: <ul style="list-style-type: none"> <li>• Face the Future Unafraid</li> <li>• What Jobs for New Jersey's Graduates Means to Me</li> <li>• Class of 2020 (for school year 2019 - 2020)</li> <li>• What I Would Tell Next Year's Jobs for New Jersey's Graduates Students</li> <li>• The Value of Teamwork</li> <li>• How the JNJG Program has impacted my life</li> </ul>