SMART SPIN
Encyclopedias as Adventures

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Epic Professions Smarty

What do you want to be when you grow up? Let's explore your options, from ancient jobs that don't exist anymore to future jobs that barely exist yet; from crazy careers in science and entertainment, to meaningful work that can change the world. In this Smarty we will be looking at some of the exciting careers that our world has to offer.

TO THE COLLECTION >

Smarties are inspirational guides for educational activities. Click on the red button below to know more about them.

Smarties are complemented by our **Smart Spin** online encyclopedia. Click on the green button below to explore it.

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1. Quotes of Wisdom

To introduce the subject of professions and

careers, here are some inspiring quotes to bring to your learner.

There's a quote attributed to John Lennon - *"When I was five years old, my Mom told me that happiness was the key to life. When I went to school, they asked what I wanted to be when I grew up, I wrote down "happy". They told me I didn't understand the assignment and I told them they didn't understand life."* That fits well with the advice Confucius gave us: *"Choose a job you love, and you will never have to work a day in your life."* Similarly, Katharine Whitehorn tell us to *"Find out what you like doing best, and get someone to pay you for doing it."*

For a purposeful line of work, Albert Camus writes: "Without work, all life goes rotten, but when work is soulless, life stifles and dies."

Work can also be a central channel for self-expression. As the philosopher Bernard Williams said: *"If there's one theme in all my work, it's about authenticity and self-expression. It's the idea that some things are, in some real sense, really you."* According to renowned chef Anthony Bourdain: *"Practicing your craft in expert fashion is noble, honorable and satisfying."*

Our careers can also be a great way for us to influence on the world. Robin Sharma teaches us that *"Influence is about spreading the passion you have for your work, and you have to inspire teammates and customers."* And Stephen Hawking suggests: *"Work gives you meaning and purpose and life is empty without it."*

Our work should always be meaningful. As Fyodor Dostoyevsky said - *"Deprived of meaningful work, men and women lose their reason for existence."* Mahatma Gandhi implores us to dedicate ourselves to a cause - *"The best way to find yourself is to lose yourself in the service of others."*

One last piece of wisdom (for now) comes from legendary football coach Bill Belichick, who is often quoted as saying: *"Do Your Job!"* In that, he might mean - being prepared, working hard and paying attention to the details. What do you think he means?

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2. Semantics SOMETHING TO WONDER

In this Smarty we sometimes use the words "job" and "profession" (as well as "career" and "work") interchangeable, but they are not exactly the same. Your learner may want to wonder about the differences between them:

➔ Do you think there is a difference between the terms "work", "job", "occupation", "profession", "vocation" and "career"?

➔ Try to think of examples for each one (you might want to spin the [collection](#) to find some inspiration).

➔ When thinking about the definition of each one, try to consider concepts such as "proficiency", "speciality", "expertise", and "calling".

➔ Think about factors such as:

◆ Investment of time and effort (for example, does an occupation demand less time than a profession?)

◆ Meaning and influence (for example, is a job less meaningful than a career?)

- ◆ Education and skills (do you need to have a certain level of education in order to have a profession?)
- ◆ Pay and salary (for example, is a profession something you always get paid for?)
→ Consider the quote by psychologist Angela Duckworth: "Three bricklayers are asked: "What are you doing?" The first says, "I am laying bricks." The second says, "I am building a church." And the third says, "I am building the house of God." The first bricklayer has a job. The second has a career. The third has a calling."

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3. Dream Job SOMETHING TO DISCUSS
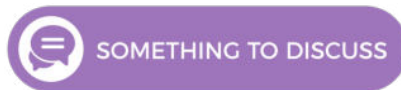
You may want to discuss the following questions with your learner, or use them for an assignment, such as to write an essay.

→ What do you want to be and do when you grow up? What is your dream job?

→ What do you want to be an expert in? What do you love doing best?

→ What are you good at? What are you great at already but want to be even better?

→ What talents do you have that can come in handy? What skills do you want to acquire and use in your chosen profession? Is it playing a mean guitar or running faster than anyone else? Is it knowing more than anyone else about a certain subject or having a keen eye for opportunities? Do you abilities include creativity or empathy? Leadership or determination?

→ What do you want to accomplish? Would you like to teach and inspire? Would you like to invent and build? Would you like to entertain? Would you like to heal?

Would you like to solve mysteries? Would you like to change people's lives or save the world (or both)?

➔ What do you want to contribute to the world, to people and communities, to science, to culture? Is it to eradicate diseases or explore black holes? Is it to break athletic records or enter a sports' hall of fame? Is it to discover new chemical reactions or old civilizations? Will you develop new computer algorithms or cool toys? Is it to direct original movies or write profound books? Is it to help the poor or rescue the helpless?

➔ Where will you do your work? Will it be in your own office or a shared workspace with a team of collaborators? Will in be in the lab or out "in the field"? Will you fly to remote and exotic places or volunteer in your own neighborhood? Will it be in a very hot where you'll be? Will it be very windy? Or will it be in flowery and festive venues?

➔ How much time do you want to put into your work? Will you work all day every day, or just four hours a week? Do you plan to retire early or work your entire life? Are you going to shift between different roles and fields or stick to just one? Will you work on many small projects or a grand goal that might take many decades to reach?

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5. Work with Purpose SOMETHING TO WONDER

You may bring the following questions to your learner for her or him to wonder. You may discuss it with them as well.

As you spin through the collection, for each profession you may want to wonder:

➔ Why would a person choose to pursue this profession? Is it for financial gain (i.e. they can earn a lot of money) or emotional reward (i.e. they can earn a lot of personal satisfaction and fulfillment)? Is it for prestige (i.e. they can earn a lot of respect), sense of purpose (i.e. they can help a lot of people) or sheer curiosity (i.e. they can discover fascinating findings)?

➔ What does this profession contribute to others, from individuals to society in general, from clients to teammates and co-workers?

➔ What are the challenges this profession holds? What obstacles, setbacks, even dangers, should a person doing this job expect? Despite all these difficulties (or maybe because of them), why would someone still want to have this profession?

➔ How many professions did you find that have a larger purpose than just the work itself? Which one (or 2-3) do you think is the most meaningful or important?

5. More Work   SOMETHING TO WONDER

These days, many people have several careers throughout their lives, sometimes two or more at the same time. Even in a single job, many people specialize in many things or practice multitasking as they work.

Your learner might be interested in wondering about having more than one job, more than one field of expertise, or a multitude of tasks.

➔ Do you think someone can hold two professions or expertise at the same time and still be good at both? What about being even better by having more than one?

➔ Why do you think it has become popular to practice several jobs at the same time, to pursue several careers in a lifetime or specialize in more than one field?

◆ Consider [Lucille Ball](#)'s quote: "If you want something done, ask a busy person to do it. The more things you do, the more you can do."

◆ Consider how different fields and expertise can feed into each other to find new ways of doing things or novel insights from different perspectives.

◆ Consider inter-interdisciplinary professions (e.g. [Astrobiologist](#), Educational Game Designer and Science Historian), or professions that require seemingly different skills (e.g. [Medical Illustrator](#)).

◆ Consider entrepreneurs and creators who might have to be responsible for many aspects of their companies, or perform many different tasks for their projects.

◆ Consider the idea of [Side Hustle](#).

◆ Reflect on volunteering, hobbies and other non-paid activities.

◆ Consider how long we live today (i.e. an average person's life expectancy) versus in the past.

◆ Consider how easy and acceptable it might be today to do multiple things, to become skilled and to learn new things, and to find work and work remotely.

◆ Consider possible financial needs. Consider a competitive job market and the pressure (whether justified or not) to stand out?

◆ Do you have more than one professional passion and think about having more than one career? If you were to practice two or more professions at the same time, what would those be and how do you think you'd manage your time and energy? If you could plan for yourself a sequence of careers across 40 years, what would those include and how (and when) would you transition between them? (Remember, the world might be very different in a couple of decades, and even more so in four decades).

➔ What do you think about the idea of multitasking?

- How do you organize your tasks? How do you manage your time? Do you have a to-do list? What method do you use to choose what to do and in what order?
- Do you typically work on big projects and long-term goals, or do you tend to focus on many smaller tasks? What is, or has been, your biggest project or goal so far?
- Do you work better when you switch between tasks? Do you get more done or find it distracting?
- We recommend the book "The ONE Thing", by Gary W. Keller, which presents a compelling arguments (and some great quotes) against multitasking and the virtue of focusing on one thing. Similarly, the book "So Good They Can't Ignore You", by Cal Newport, offers some great advice on how to excel at what you do by maintaining focus.

6. Job Description   SOMETHING TO MAKE

Bring the following exercises to your learner to have her or him try their hand in preparing job descriptions. For each of these (below), they should include these sections:

- ❏ JOB SPECIFICATION
  - ❏ JOB TITLE: What is the title of the position you are applying for?
  - ❏ MAIN PURPOSE AND SCOPE OF THE JOB: Please provide a brief couple of sentences summarizing the purpose of the job and an outline of what you want the role to achieve.
  - ❏ POSITION IN ORGANISATION: Who in your organization will manage this role? Will the person in the role be managing anyone?

- ❏ DUTIES AND KEY RESPONSIBILITIES: Please provide a breakdown of tasks under the main areas of work.
- ❏ GENERAL RESPONSIBILITIES: Please list any general duties the staff member will be asked to do. These may be responsibilities all members in your organization need to sign up to.

- ❏ PERSON SPECIFICATION
  - ❏ SKILLS AND ABILITIES: In this section please list what skills the applicant would need to do the job. For example: Clear and concise written and spoken communication skills; Ability to present written information in a structured and balanced way appropriate to the needs of the reader.
  - ❏ EXPERIENCE: In this section please list what experience the person would need to do the job. For example: Experience with working with young people, specifically 16-18 year olds; Supporting and motivating volunteers.
  - ❏ KNOWLEDGE: In this section please list what knowledge this person would need to do the job? Please include any specific qualification or training requirements. For example: Knowledge of legislation for Looked After Children; Knowledge of the Children's Act.
  - ❏ PERSONAL ATTRIBUTES AND OTHER REQUIREMENTS: In this section please list any other qualities you are looking for from the applicant. For example: Willing to travel and occasionally work unsocial hours; Be a good team worker demonstrating loyalty and commitment to the organization and team members

Spin

Spin through the collection and select a profession.* Write a job description for it as if you were looking for someone to fill a position.

➔ What skills are required for this job? What kind of education, qualification and experience might a person applying for the job need? What is the perfect CV (or resume) you'd like to receive? Think of the perfect employee for the job, not just professionally but also as a co-worker and team member.

➔ Imagine and describe the position itself to attract the best candidates and make them want to work at that job. Make it a position they'd want to fight for and do their best to be hired. You may include details about the conditions and benefits, the work environment, the colleagues, the meaningful nature of the work, etc.

➔ Write questions for a job interview for potential candidates. What would you like to ask them in order to consider hiring them?

* Note that some of the topics in the collection might include a job description already. You may want to try and write an alternative one, such as for the same profession but in a different role or setting.

Dream & Invent

Write a job description for your perfect profession, the one you dream of having. Write it as if you were a boss, a human resources manager, a headhunter or anyone who needs a position filled.

➔ Refer to the "Dream Job" (something to discuss) section in this Smarty. You can follow the discussion points to help you find out what you most want to do.

➔ You may want to create a new type of profession that doesn't exist yet.

◆ You may refer to the "Past, Present & Future" (something to research) section in this Smarty.

◆ Think about what you like and what you're good at and try to think of an expertise or profession where you'd have the opportunity to work with it or doing it. Like magnets? Become a "magneticist" - the world's best magnetism consultant. Good at finding lost items? Become a "finder" who specializes in helping people locate their lost valuable.

◆ You may want to combine different fields, such as in the case of [Garbage Designer](#) (which combines recycling and art) and [Bioinformatician](#) (which combines biology and data analytics). You can use your imagination, or write down several fields you're interested in, each on a separate piece of paper, put all the pieces in a hat and draw two (or even more!). Think about a profession that can combine these fields.

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7. Job Descriptions ⊙ SOMETHING TO SOLVE

The following instructions describe an exercise that can be a fun way to learn about professions through play.

❏ One participant picks a profession. They may choose one from the Smart Spin collection, from searching online, or from any source where job openings are being posted.
❏ The one who picks describes the job to the other participant(s) and they must guess what it is.
  ❏ If the profession was picked from a source that includes a job description, that may be used. Otherwise, the one who picks should do their best to provide a good description of the profession based on their knowledge about it.
❏ To make it more interesting, participants take turns. Each turn, the one who picks can provide only one detail about the job and the one who guess can only do it once per turn.
  ❏ You can easily turn this into a game played in "rounds". For each round, participants switch between being the one who picks and the one who

guesses. The number of guesses in each round is limited to 10 turns, which means that the player who guesses can only guess up to 10 times - one for each reveal of a detail. If they guessed on the first turn (based on only a single detail), they get 10 points. If they guessed on the second turn (based on only two details), they get 9 points, and so on.

❏ This exercise can be done with two participants (or "players") or more, or as a classroom activity, in groups or where the participant who picks stands up and reveals more and more details after each guess by classmates.

For Example (a 3-player game)

➢ You play with 3 participants. You get to pick in the first "round".

➢ You pick the profession Island Caretaker. The first detail the you reveal is "the job is done at a remote location" (or you can trick the other participants by saying that this job is "the epitome of working remotely").

➢ The second participant then makes a guess that the profession is "Astronaut". It isn't.

➢ The third participant then guesses "Oceanographer". Also no.

➢ It's your turn again. You reveal that the job is "very exclusive but also very lonely".

➢ The second participant goes on to guess "Hacker". Not as exclusive as you meant, but nice try.

➢ The third participant goes for "Island Caretaker". Yay! They get 9 points (it was their second guess).

➢ New round. The second participant is now the one who picks.

8. What do you do?   SOMETHING TO PLAY

"What do you do for a living?" is a very common question asked when people are introduced to each other (often following the rhetorical question "how do you do?"). In this game (which we call "what do you do?", not surprisingly or very creatively), the purpose is to find what profession each of the other players have. It's a conversation game and the rules are not strict.

Instructions

- ❏ This game can be played with 2-6 players.
- ❏ Each player spins through the collection and chooses one of the professions.
    - ❏ You may limit the number of spins to 5, and each player must choose between any of the 5 they were presented with.
    - ❏ It is best to use the same device to reduce the chance that two players will be shown the same professions.
    - ❏ You do not have to use Smart Spin, and instead have players choose professions in other ways, such as by searching online or drawing pieces of paper (with profession titles on them) from a hat…
- ❏ The youngest player begins and the order of the next players may be clockwise or according to age.
- ❏ On their turn, each player can ask any other player a question.
    - ❏ It should be a question that they think can tell them the most about the other player's profession.
    - ❏ You can play the game such that:
        - ❏ Only yes/no questions are allowed
        - ❏ Only one word answers are allowed (though you may allow up to 5 words for an answer)

- ❏ Any open-ended question is allowed (in which case the answering player must reveal as much information as they know about the profession).
- ❏ Of course, asking "what is your profession" (or "what do you do") is not allowed.
- ❏ The other player answers as if that is their current profession. They must answer truthfully.
- ❏ You may want to play this game in such as way that the question and answer are not heard by any other player, such as if the two players (the one asking and the one answering) step to the side or to another room. Since this is a friendly game, though, you might want everyone to also listen to the question and answer.
- ❏ After each player had 21 turns (yeah, we're borrowing from the famous game), players try to guess the profession of each of the other players.
  - ❏ All players write down their guesses first. Then, guessing continues in turns, where each player guesses one other player's profession and then the turn passes to the next player.
- ❏ For each correct guess, a player gets 1 points. The player with the most points - wins.

For Example
- ➢ Molly (who's the youngest) spins through the collection and selects "Ethical Hacker", then it's Andy's turn and he spins and chooses "Chocolatier".
- ➢ In a yes/no question version of the game, Molly asks Andy: "Do you work in an office?"
- ➢ In a one-word answer version of the game, Andy asks Molly: "Who do you work for?"

➢ In an open-ended question version, Molly asks Andy: "What tools do you use in your work?"

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9. Past, Present & Future SOMETHING TO RESEARCH
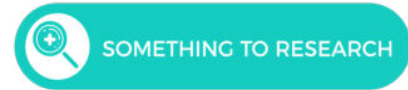
In this research task, your learner may explore how professions evolve through the years. You may want to combine it with the Job Description (something to make) activity by having the learner write job descriptions to the professions they find.

As new technologies emerge, many professions, even some that were practiced by many people, become obsolete and are replaced by machines or other processes that might be more efficient and sophisticated.

➜ Find 2-3 professions (on Smart Spin or in any other resource) that existed in the past but today are no longer necessary. Examples include Human Computer and Hunter-gatherer.

◆ What machines or processes replaced these jobs? When were these professions replaced?

◆ What are the skills required for these jobs that can now be automatic (such as by computers or advanced manufacturing) or done differently?

◆ Is there still a small number of people who have such jobs or did they completely disappear?

On the other hand, many professions today did not exist in the past, such as Avatar Designer and Drone Pilot.

➜ Find 2-3 professions (on Smart Spin or in any other resource) that exist today but didn't exist before you were born.

- ◆ Why is there now a need for these jobs, a need that did not exist in the past?
- ◆ What technological advancements, cultural or social shifts, or environmental changes, created the need for these jobs?
- ◆ When did people start doing these jobs?
- ◆ How many people around the world work at these jobs today? (You may give your opinion or research)
- ◆ Do you expect more people to have these professions in the future or are these professions already in decline?

Some professions do not exist yet (or are only practiced by a few people, but will become much more popular in the future), such as Space Architect and Organ Designer.

- ➔ Find 2-3 such future professions (on Smart Spin or by searching any resource). These may be jobs that are only now starting to be performed, or careers that people will only begin having 10, 20 or even 30 years from now.
  - ◆ Why are these professions not practiced today, or are not so popular yet?
  - ◆ What technological advancements, cultural or social shifts, or environmental changes, will bring about an advent for these lines of work?
  - ◆ Do you think you'd be interested in doing these jobs at some point? Do you think you can start preparing for such professions now by acquiring skills or learning more about them? Will it help you get these jobs, perform well in them, and even become one of the bests in their fields?

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10. Interview with an Pro ? SOMETHING TO ASK

Have your learner stretch her or his curiosity muscles with the following activity.

Spin through the [collection](#) and select any profession you find most interesting, or choose any profession, even if it's not in the collection, that you're curious about. You may also choose someone you know, like a family member, who might have a cool profession.

- ➔ Write a list of questions you'd like to ask a person who has such a job.
- ➔ You may write it in the form of an interview.
- ➔ You may have questions that relate to the professional's expertise and experience.
- ➔ You may have questions about how they chose their job or what led them to it, and how they were able to reach the position they are in.
- ➔ You may ask them about who they work with (co-workers, partners, clients, etc.), where they work (office, lab, outdoors, etc.) and what they use in their work (tools, software, uniform, materials, etc.).
- ➔ You may ask them about their daily and weekly routine, about what exactly they do in each of their tasks and how they manage their time.
- ➔ You may ask them about the best and worst things about their career, what's the most interesting and what's the most difficult. You may ask them about challenges as well as rewards.
- ➔ You may ask them about their future plans.

11. Become a Pro   🚶 SOMETHING TO DO

Your learner does not need to wait until she or he is older to start doing some great work. Encourage them to begin their journey to becoming a professional.

Become a Designer

➔ Can you invent a toy ([Toy Designer](#))?

◆ How do you play it?

◆ What type of toy is it? Is it an assembly toy or sports toy? Is it a series of collectible figures or an remotely controlled vehicle? Is it a cute cuddly toy or a futuristic robotic toy (or both)?

◆ Who is it for? What is its target age range? What kind of person would love to play it (for example, anyone who loves water and splashing around vs. someone who loves solving hard puzzles)?

◆ What does it include? What is it built out of (materials, parts, mechanisms…)? Can it be played with other items that are sold separately? Is it electronic? Is it made of fabric or plastic? How do you imagine it being manufactured? Can you use recycled and upcycled materials (see [Garbage Designer](#))? Can you also design the package?

➔ Can you design a park ride ([Imagineer](#))?

◆ What's the theme of the ride? Is it in [space](#) or does it feature [dinosaurs](#)? Is it based on a movie or book?

◆ What's the purpose of the ride? Is it educational or entertaining (or both)? Is it to immerse anyone on the ride in its theme or is it to give them a fright (or both)?

◆ What's the main attraction? Is it fast and high? Is it loud and bright? Does it include spectacular sights? Does it reveal an interesting story and characters? How does it engage anyone who goes on it?

◆ What is required in order to build and set up the ride? Does it need projectors and screens (or virtual reality headsets)? Do you need a track and cars? Do you need animatronic characters? Do you need artists (composers, illustrators, etc.)?

➔ Can you design a game experience (Gamification Designer)?

◆ What would you like to "gamify"? Is it a boring task (e.g. chores) or a difficult one (e.g. learning a skill)? Is it a digital experience (e.g. an app or website)? Is it a social one (e.g. family dinner)?

◆ How would you do it? What game mechanics will you be using? Why do you think that these will promote engagement and enjoyment?

◆ What do you need? How will you test that it's working?

➔ Can you design a LEGO product or attraction (Master Builder)?

◆ Is it going to be a piece of art or something you can play with? Is it going to be a model (a huge model of something small or a tiny model of something big) or a new creation?

◆ Think about what blocks and other parts you might need.

◆ Can you build other things using the same blocks and parts?

➔ Can you design an organ (Organ Designer)?

◆ While you might need to learn a bit more medicine, nothing is stopping you from imagining new organs.

◆ It can be a better existing organ (think how much we can improve our athletic endurance if we had a bigger heart, or how much smarter we'd be with a bigger brain), or a new organ (wings to fly, anyone?).

◆ Think about the purpose of the purpose of the organ.

◆ Think about where it is (or might be) in the body, and how it would be a part of the human anatomy (though you can try and design new organs for other animals).

Become a Tastemaker

➔ Can you design a new taste (Tastemaker)?

◆ You might not have access to a lab and specific chemicals, but your kitchen can be your lab and what better than to use natural ingredients from the cupboard or fridge (or even your garden)?

◆ What kind of new flavour are you planning on creating? Think about how it can stimulate your taste buds. Is it going to be sweet, savory, sour, spicy, umami or a combination of any? Is it going to be similar to any other known flavors?

➔ Can you create the perfect chocolate (Chocolatier)?

◆ What are you planning on making? A simple chocolate bar or truffle or a sophisticated chocolate cake or entire dessert dish?

◆ Are you going to experiment with different ingredients, ratios and cooking techniques? Can you think of the best method to test different variations?

◆ Are you going to modify an existing recipe or think of a completely new one?

◆ Are you going to design the way it is going to be served or packaged?

◆ Can you send us the recipe? :)

➔ Can you create an attractive color combination (Color Expert)?

◆ Taste is not something we only feel with our mouth. Our eyes taste colors and shapes all around us, and some are more "delicious" than others.

◆ Can you combine colors in a creative and appealing way?

◆ What is that thing that you want to color? Is it your bedroom or your house? Is it a toy you have (or want to have)? Is it for makeup? Is it a website? Is it for a phone cover? Is it a superhero outfit? Is it for the fur pattern of an animal you like? Is it for something that currently doesn't have a color combination but should (think for example about clouds, sidewalks, tissue paper, water…)?

Become an Environmentalist

➔ Do you want to save the environment? Do you care about nature and the planet? Do you love animals (that's not a must) and the wild? What about people and their place in this world?

➔ Consider the following professions:

◆ [Environmental Engineer](#)

◆ [Conservationist](#)

◆ [Rewilder](#)

◆ [Wildlife Rehabilitator](#)

◆ [Oceanographer](#)

➔ And even these:

◆ [Animal Behaviorist](#)

◆ [Vertical Farmer](#)

➔ And maybe even:

◆ [Extinction Revivalist](#)

◆ [Volcanologist](#)

◆ [Planetary Protection Officer](#)

◆ [World Watcher](#)

➔ How do these profession help the environment, the fauna and flora of mother nature, the planet and the people who live on it? Even if it's not directly contributing to the health of Earth's ecology, in what ways do they contribute to it? What problems are they solving or preventing? What challenges are they facing?

➔ Do you think you can help? Do you think you might want to have any of these professions?

◆ You may refer to the "Dream Job" (something to discuss) section if any one of these is actually something you dream of becoming.

- ◆ What problems would you like to solve? What aspects of the environment would you like to improve?
- ◆ Do you think you can start now even if you're not yet a pro? Would you like to start by educating yourself about the relevant issues you want to tackle? Would you like to join and assist someone else who is already active in the field?
- ◆ What do you need to learn in order to improve your knowledge of the issues and of the field? Do you need to do your own research of do you think you can work with data that already exists?
- ◆ What skills do you need to acquire in order to become better equipped to perform your job, now or in the future?
- ◆ Who can help you on your mission?

12. Recommendations

Films SOMETHING TO WATCH

- ➔ **Documentary: The Imagineering Story (2016)**
  - ★ [Imagineer](#)

- ➔ **Documentary: Wordplay (2006)**
  - ★ [Enigmatologist](#)
    - ○ For this topic you might also want to check out:
      - ■ [New York Times Crosswords Puzzle](#)
      - ■ Article: ["How To Solve The New York Times Crossword Puzzle"](#)

- ➔ **The Horse Whisperer (1998)**
  - ★ [Animal Behaviorist](#)

- ➔ **Documentary: "Top Secret Rosies: The Female Computers of WWII" (2010)**
- ➔ **Hidden Figures (2017)**
  - ★ [Human Computer](#)

Books **SOMETHING TO READ**

- ➔ **The Infinite Resource, by Ramez Naam**
  - ★ [Garbage Designer](#)

- ➔ **Reality is Broken, by Jane McGonigal**
  - ★ [Gamification Designer](#)

- ➔ **Walt Disney Imagineering, by The Imagineers**
  - ★ [Imagineer](#)

- ➔ **Rise of the Rocket Girls, by Nathalia Holt**
- ➔ **When Computers Were Human, by David Alan Grier**
  - ★ [Human Computer](#)

- ➔ **"Inside of a Dog: What Dogs See, Smell, and Know", by Alexandra Horowitz**
- ➔ **"Be the Pack Leader", by Cesar Millan**
  - ★ [Animal Behaviorist](#)

- ➔ **"Roadie, Inc: How to Gain and Keep a Career in the Live Music Business", by Andy Reynolds**
  - ★ [Roadie](#)