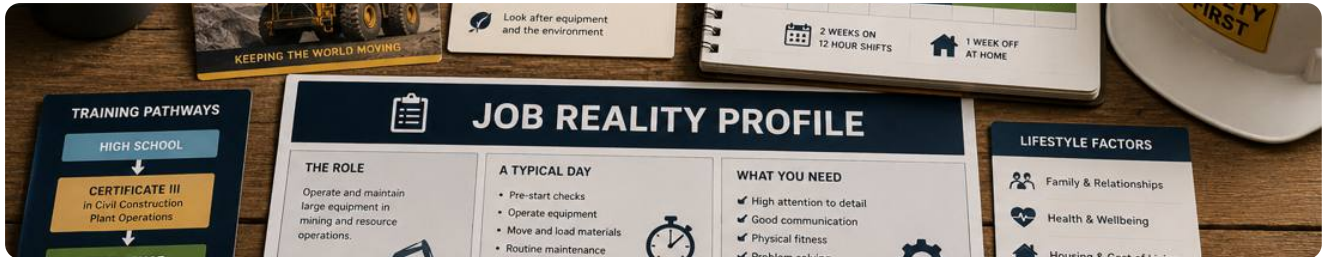


THE SCOUT'S FILE

“Four careers. Four cards. Every stat backed by evidence — and every card carries THE CATCH. Scouts don't do hype.”



YOUR ROLE TODAY: HEAD SCOUT

This is the one that counts. Your four drafted careers become four CAREER CARDS — stats, sources, the lot — and then you make the Scout's Call. Everything this unit taught you goes onto the table.

EQUIPMENT CHECK — ON YOUR DESK BEFORE WE START

☐ My four draft picks (Lesson 4) • ☐ My starting stats sheet (Lesson 1) • ☐ My scout report from the live ads (Lesson 2) • ☐ My meters (Lesson 3) • ☐ My caught quotes (Lesson 4) • ☐ A device for the evidence sprint

THE EVIDENCE SPRINT — 15 MINUTES, LIVE JOB BOARDS

- 1 **One pick at a time.** Search the job title plus “WA”. Find at least one real, current ad per pick.
- 2 **Harvest the stats:** pay (or “not listed”), the training door the ad asks for, the rhythm (roster, hours, FIFO or home-every-night).
- 3 **Write the source next to every stat.** The rule has never changed: no source, no evidence.
- 4 **Hunt THE CATCH:** one hard truth per career — the ad's fine print, the guest's honesty, the meters that dip. Every job has one. Finding it is scout work.

Sprint tracker — evidence found for: ☐ inside pick 1 ☐ inside pick 2 ☐ outside pick 1 ☐ outside pick 2

Hardest stat to find, and how I got it (or didn't): _____

■ BUILD YOUR CARDS — WHAT EVERY CARD MUST CARRY

Four blank cards are in your Card Studio sheets. Every card carries nine things — miss one and the card doesn't ship:

- 1 **CAREER NAME + FAMILY** — which of the six families it belongs to.
- 2 **PAY BAND** — from a real ad, with the source written on the card.
- 3 **TRAINING DOOR** — apprenticeship, TAFE, uni or direct entry (the door the ads actually ask for).
- 4 **RHYTHM** — the life pattern: roster, hours, FIFO or home-every-night.
- 5 **METERS** — your honest prediction, plus or minus, for MATES · MONEY · FREEDOM · SLEEP in this career.
- 6 **WOW FACT** — the line you'd use to make a mate care.
- 7 **THE CATCH** — one hard truth. Cards without a catch are ads, not evidence.
- 8 **FIRST STEP AT 17** — the real, checkable first move toward this career.
- 9 **SOURCES** — where every number came from.

SCOUT'S HONOUR — THE HONESTY CHECK BEFORE THE TABLE

Swap ONE card with your pair. Their job: find the hype. If a stat has no source, or the catch is soft ("sometimes it's hot" doesn't count), the card comes back for repairs. Sign your pair's card when it passes: inspected by _____

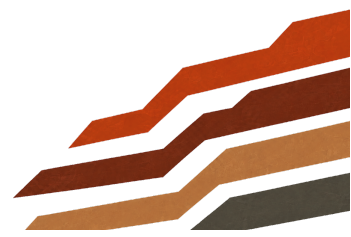
The hype we caught (and what fixed it): _____

■ THE TABLE — PLAY YOUR CARDS

- 1 **Pair up. Each of you picks your strongest card.** Compare stat by stat — pay, door, rhythm, meters. Circle who "wins" each stat. Notice: nobody wins them all.
- 2 **Round two — inside vs outside:** play YOUR inside pick against YOUR OWN outside pick. Same stats. This round is against yourself — and it's the whole unit in one minute.

What round two showed me — the trade-off between my inside and outside picks, in one sentence:

The one stat where my OUTSIDE pick beat my inside pick: _____



■ THE SCOUT'S CALL — YOUR WRITE-UP, YOUR FILE'S FINAL PAGE

Silent, individual, open-book — your cards face-up beside you. About half a page. The call has four moves:

- 1 **THE CALL, first sentence:** “Of my four, the career I'd scout first at 17 is _____” — name it straight away.
- 2 **THE EVIDENCE:** back your call with at least three sourced stats from your cards — pay, door, rhythm or meters.
- 3 **THE CATCH, faced:** name your chosen career's hard truth and answer it — why is it worth it anyway (or what would you check first)?
- 4 **THE RUNNER-UP:** one sentence on which card comes second, and the single stat that separated them.

Scout's Call planning lines (rough here, full version on your file page):

■ EXIT — THE FILE CLOSES

1. Circle one — compared to Lesson 1's guesses, my picture of this industry is now: bigger · more honest · more possible · all three
2. The stat I'll actually remember in five years: _____

WHERE THIS GOES NEXT

You know the jobs, the numbers, the life — you've even questioned a worker face to face. Next term the game changes: this industry has problems it hasn't solved yet, and it pays people to invent the answers. Term 4 is where YOU become one of them.

SKILLS I USED TODAY — TICK WHAT'S TRUE

☐ sprinted for live evidence · ☐ built four sourced cards · ☐ found the catch in every career · ☐ caught hype in someone else's card · ☐ made a call and faced its catch

