

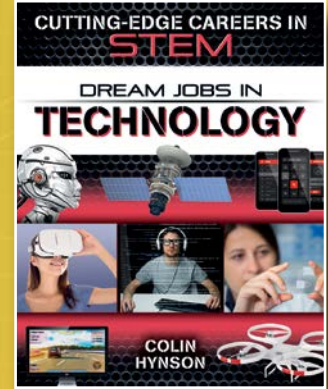
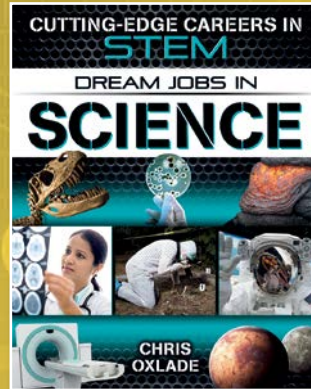
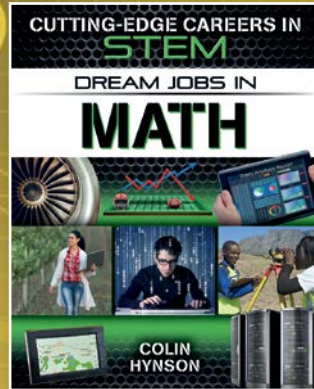
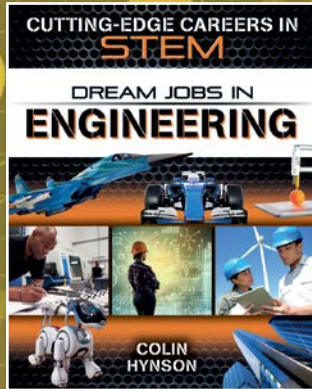
CUTTING-EDGE CAREERS IN STEM

This series uncovers the exciting and sometimes surprising careers that STEM fields can open doors to in the 21st century. Readers will learn how the study of science, technology, engineering, and math can lead to thrilling and meaningful careers, such as developing new ways to feed the world, creating new forms of energy, fighting cybercrime, and even designing replacement body parts! The required educational route to qualify for each career, as well as practical, real-world job scenarios, are also examined in this series designed to inspire the minds that will one day shape the world.

Specifications:

Reading Level: Grade 5
Interest Level: Grades 5-8+
32 pages, 8 x 10", full color

\$20.70 RLB
\$8.95 PAP



Dream Jobs in Engineering by Colin Hynson

From designing robots to developing new forms of energy, 21st-century careers in engineering are not limited only to construction sites. This title explores the exciting and world-changing possibilities that an education in engineering can lead to.

ISBN 978-0-7787-2945-7 RLB ISBN 978-0-7787-2969-3 PAP
ISBN 978-1-4271-1860-8 eBook

Dream Jobs in Math by Colin Hynson

This title explores some of the amazing careers available in the field of mathematics—and they're not just limited to the classroom! From helping athletes gain a competitive edge to helping eradicate hunger around the world, readers may be surprised to learn what exciting careers math can lead to.

ISBN 978-0-7787-2963-1 RLB ISBN 978-0-7787-2971-6 PAP
ISBN 978-1-4271-1861-5 eBook

Dream Jobs in Science by Chris Oxlade

A career in science can involve traveling around the world—and maybe even leaving it! From tracking violent storms or studying penguins in the Antarctic to repairing the International Space Station or searching for new planets, this fascinating book shows that a career in science can lead to thrilling and limitless possibilities.

ISBN 978-0-7787-2965-5 RLB ISBN 978-0-7787-2973-0 PAP
ISBN 978-1-4271-1862-2 eBook

Dream Jobs in Technology by Colin Hynson

This title explores the fantastic careers available in technology. From designing smart objects, such as a fridge that tells you what groceries you need, to protecting people from online hacking, a career in technology can change and improve people's lives.

ISBN 978-0-7787-2967-9 RLB ISBN 978-0-7787-2990-7 PAP
ISBN 978-1-4271-1863-9 eBook

- Cross-curricular approach supports STEM initiatives (Science, Technology, Engineering, Arts, and Math), career readiness, and 21st Century Skill development
- Real world career opportunities and pathways in science and technology encourage reader engagement

From Dream Jobs in Engineering

MAKING TOYS

DANISH TOY COMPANY LEGO MAKES SO MANY WHEELS FOR ITS MODELING SETS THAT IT IS THE WORLD'S LARGEST TIRE MANUFACTURER.

IF YOU BELIEVED PLAYTIME STOPPED WHEN YOU GREW UP, THEN THIS JOB WILL MAKE YOU THINK AGAIN!

When a toy is designed and built, somebody with engineering skills will be part of the team. As a toy engineer, you will be involved in making sure that all parts of the toy work efficiently and that the toy itself is fun to use. One of your most important jobs will be to use your engineering skills to make sure that any new toys are safe. It will be up to you to make sure no small parts can be taken off the toy and swallowed.



Many modern toys use computer chips that allow them to interact with their owners.



AS A TOY ENGINEER, YOU MAY BE ABLE TO SPECIALIZE IN THE KIND OF TOYS BEING CREATED. YOU MIGHT WANT TO JUST CONCENTRATE ON ACTION TOYS OR TOYS FOR BABIES.

YOU MAY NEED TO STUDY:

THE ROUTE TO

SECONDARY SCHOOL: Math, science (especially physics), engineering, and design

TOY ENGINEERING

POST-SECONDARY: Electrical engineering or mechanical engineering

WHERE YOU WORK

If you want to work in toy engineering then you will probably work for a toy manufacturer. Many of these businesses are creating toys that can be sold all over the world so you will have the chance to work in several different countries. There are also some companies that design toys, but do not make them. If you work for one of these companies then you will try to tell the designs to a toy manufacturer.

A toy fair is a good place to see the other toys appearing on the market.



The Rubik's Cube was created by architecture professor ERNO RUBIK to help his students understand 3-D objects.

WHAT YOU DO

If you are developing a new toy, then you will be part of a team that works closely together through every stage in the creation of the toy. When you are working on the design of the toy, you will be using a computer to help you with your work. Once you are testing the toy then you'll spend much more time in a laboratory or in toy stores watching how children use your creations.