



Integration of STAR Events Into Your Classroom

SCANS Competencies and STAR Events Accountability Matrix	Applied Technology	Career Investigation	Chapter Service Project	Chapter Showcase	Culinary Arts	Early Childhood	Entrepreneurship	Environmental Ambassador	Fashion Construction	Fashion Design	Focus on Children	Food Innovations	Hospitality	Illustrated Talk	Interior Design	Interpersonal Communications	Job Interview	Life Event Planning	National Programs in Action	Parliamentary Procedure	Promote and Publicize FCCLA!	Recycle and Redesign	Teach and Train
RESOURCES																							
Allocating Time	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	lacksquare	•	•	•		
Allocating Money				•			•						•		•		•				0		0
Allocating Facilities/Materials	•	•	•			•		•	lacktriangle	lacktriangle	•	•	•	•			•		•				
Allocating Human Resources					•				•				•		•				•	•			
INTERPERSONAL SKILLS																							
Working on Teams		0	•	•	•		0	•			0	•			•				0		•		
Teaching			•		0	•		•			•		0	•	•				•				
Serving Customers			•	•	•	0				lacktriangle	•	•	•					0					
Leading	0		0	•	0		0	•			•		•	0					0		0		0
Negotiating		0	0	0	0						0	0	•		•				0		•		
Working with Diversity		0			•			0	lacktriangle	0	•	0	•						0				
INFORMATION																							
Acquiring/Evaluating Information		•	•		•	•		•	•	lacktriangle	•	•	•		•		•		•		•		
Organizing/Maintaining Information	•	•	•	•		•		•	lacktriangle	lacktriangle	•	•	•	•			•		•		•		┛
Interpreting/Communicating Information		•	•	•	•	•		•	•	lacktriangle	•	•	•	•	•		•		•		•	•	
Using Computers to Process Information	0	0	0	0		0	0			0	0		0	0	0		0	0			0	0	0
SYSTEMS																							
Understanding Systems		•		•	•	•	•	•	•		•	•	•	0	•		•		•	•	•		┛
Monitoring/Correcting Systems		0	•	•	•		0	•	•		•	•	•	0	•		0		•	•	•		┛
Designing/Improving Systems		•		•	•	0		•	•		•		•	0	•		0						┛
TECHNOLOGY																							
Selecting Equipment		•	0	0	•	•	•	0	0		•	•	0		•		0	0	0		0		0
Applying Technology to Tasks		•	0	0	•	0	0	0	0	0	0	0	0		0		0	0	0		0	0	0
Maintaining/Troubleshooting		0	0	0	•		0	0	0				0								0	0	0

KEY:

A **closed dot** (lacktriangle) means that use/development of that competency is vital to success in that specific event. An **open dot** (\bigcirc) means that use/development of that competency is not directly addressed by the event rules, but is likely or expected to be used/developed depending on the nature of the project, materials used, and whether one is working in a *team* or as an *individual*.

An **open block** means that use of that competency is not directly addressed by the event rules, but may still be used/developed, depending on the circumstances.





Integration of STAR Events Into Your Classroom

and S	IS Foundation Skills TAR Events untability Matrix	Applied Technology	Career Investigation	Chapter Service Project	Chapter Showcase	Culinary Arts	Early Childhood	Entrepreneurship	Environmental Ambassador	Fashion Construction	Fashion Design	Focus on Children	Food Innovations	Hospitality	Illustrated Talk	Interior Design	Interpersonal Communications	Job Interview	Life Event Planning	National Programs in Action	Parliamentary Procedure	Promote and Publicize FCCLA!	Recycle and Redesign	Teach and Train
	BASIC SKILLS																							
	Reading		•	•	•	•	•	•	•	•	lacksquare	•	•	•	•	•	•	•	•	•	•	•		•
_	Writing	•	•	•	•	•	•	•	•	•	lacksquare	•	•	•	•	•	•	•	•	•	•			
_	Speaking	•	•	•	•	•	•	•	•		lacksquare		•	•		•	•	•		•	•			•
_	Listening	0	0	•	•	•	0	•	•	•	lacksquare		•	•	0	•	•	•		0				•
	Mathematics	0			•	•	0	•	0		lacksquare			•		lacktriangle					•	0	0	0
	THINKING SKILLS																							
	Thinking Creatively		•	•	•	•	•	•	•		lacksquare		•	•		•	•			•	•	•		
	Making Decisions	•	•	•	•	•	•	•	•	•	lacksquare	•		•		•	•			•	•			
	Solving Problems	•	•	•	•	•	•	•	•	•	lacksquare			•		•	•			•	•			
	Visualizing	•	•	•	•	•	•	lacksquare	•	•	lacksquare			•		lacktriangle	•			•	•			
	Knowing How to Learn	•	•	•	•	•	•	•	lacktriangle	•				•		lacktriangle	lacktriangle			•	•			
	Reasoning	•	•	•	•	•	•	•	lacktriangle	•	lacksquare			•		lacksquare	lacktriangle			•				
	PERSONAL QUALITIES																							
	Individual Responsibility	•	•	•	•	•	•	•	•		lacksquare	•		•		•	•			•	•	•		
	Self-Esteem	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0		0	0	0
	Sociability		0	0	0	•	0		•	0	0	•	0	•		•	•	•	0	0	•			
	Self-Management		•	0	0	•		0	0	0	•	0	0	•		•	0			0	•	0		•
	Honesty/Integrity	0	0	0	0	•	0	0	0	0	0	0	0	lacksquare	0		•			0	0	0	0	0

KEY:

A **closed dot** (●) means that use/development of that skill is vital to success in that specific event.

An **open dot** (\bigcirc) means that use/development of that skill is not directly addressed by the event rules, but is likely or expected to be used/developed depending on the nature of the project, materials used, and whether one is working in a team or as an individual.

An open block means that use of the skill is not directly addressed by the event rules, but may still be used/ developed, depending on the circumstances.





Integration of STAR Events Into Your Classroom

National Standards for Family and Consumer Sciences and STAR Events Matrix	Applied Technology	Career Investigation	Chapter Service Project	Chapter Showcase	Culinary Arts	Early Childhood	Entrepreneurship	Environmental Ambassador	Fashion Construction	Fashion Design	Focus on Children	Food Innovations	Hospitality	Illustrated Talk	Interior Design	Interpersonal Communications	Job Interview	Life Event Planning	National Programs in Action	Parliamentary Procedure	Promote and Publicize FCCLA!	Recycle and Redesign	Teach and Train
1.0 Career, Community, and Life Connections		•	•	0	0	•	0				•		•	0		0	•	0	•	•	•		
2.0 Consumer and Family Resources	•		•		•	•			•		•				•		•		•				
3.0 Consumer Services	0	0	0				0			•		•	•		0		0	•	0		•		
4.0 Education and Early Childhood		0	0				0				•			0		0	0	0	0		0		
5.0 Facilities Management and Maintenance	0	0					0	0					•	0	0		0	0					0
6.0 Family											0			0		0		0	0		0		
7.0 Family and Community Services	0	0	0				0				0			0		0	0	0	0		0		
8.0 Food Production and Services	0	0			•		0					0	0			0	0	0	0		0		
9.0 Food Science, Dietetics, and Nutrition	0	0			•		0					•	0	0			0	0			0		
10.0 Hospitality, Tourism, and Recreation	0	0					0						•	0		0	0	0	0		0		
11.0 Housing, Interiors, and Furnishings	0	0	0				0						0	0	•		0	0	0		0		
12.0 Human Development			0			•					•		0	0		0		0	0		0		
13.0 Interpersonal Relationships	0		0	0	•	•					•		•	0		•		0	0	•	•		lacksquare
14.0 Nutrition and Wellness			0								0	•	0	0				0	0		0		
15.0 Parenting			0			0					0			0		0		0	0		0		
16.0 Textiles, Fashion, and Apparel	0	0					0		•	•			0	0			0	0	0		0		

KEY:

A **closed dot** (●) means that use/development of that standard is vital to success in that specific event.

An **open dot** (\bigcirc) means that use/development of that standard is not directly addressed by the event rules, but is likely or expected to be used/developed depending on the nature of the project, materials used, and whether one is working in a *team* or as an individual.

An **open block** means that use of that standard is not directly addressed by the event rules, but may still be used/developed, depending on the circumstances.





Integration of STAR Events Into Your Classroom

	S	TA	RΕ	VEI	NTS	}																			
CAREER CLUSTERS	Applied Technology	Career Investigation	Chapter Service Project Display	Chapter Service Project Manual	Chapter Showcase Display	Chapter Showcase Manual	Culinary Arts	Early Childhood	Entrepreneurship	Environmental Ambassador	Fashion Construction	Fashion Design	Focus on Children	Food Innovations	Hospitality	Illustrated Talk	Interior Design	Interpersonal Communications	Job Interview	Life Event Planning	National Programs in Action	Parliamentary Procedure	Promote and Publicize FCCLA!	Recycle and Redesign	Teach and Train
Agriculture, Food and Natural Resources	•	•								•				•		•			•		•				
Architecture and Construction	•	•							•	•	•	•				•			•		•			ľ	
Arts, A/V Technology and Communications		•			•	•			•							•			•		•		•	•	
Business Management and Administration		•							•						•	•			•	•	•				
Education and Training		•						•		•			•			•		•	•		•				
Finance		•							•							•			•	•	•				
Government and Public Administration		•	•	•						•						•		•	•						
Health Science			•	•						•				•		•			•						
Hospitality and Tourism	•	•	•		•	•	•	•	•	•			•		•	•			•		•				
Human Services			•	•				•					•					•	•						
Information Technology	•	•																•	•		•				
Law, Public Safety, Corrections and Security		•														•		•	•		•	•			
Manufacturing		•							•							•			•		•				
Marketing	•	•			•	•			•			•		•		•	•	•	•	•	•		•		
Science, Technology, Engineering and Mathematics	•	•								•						•			•		•				
Transportation, Distribution and Logistics		•							•						•			•	•		•				

Career Cluster Knowledge and Skills

- Academic Foundations Communications Problem Solving and Critical Thinking
- Information Technology Applications Systems Safety, Health and Environmental
 - Leadership and Teamwork Ethics and Legal Responsibilities
 - Employability and Career Development Technical Skills