## **Challenge Card Inventory**

Foster understanding & respect	Inspire through art
Help people reach their potential	Communicate ideas and
	emotions
Build the school of the future	Create meaningful experiences
	for others
Create new food & food	Solve new challenges through
systems	entrepreneurship
Improve mental health	Protect biodiversity and
	landscape
End extreme poverty	Invent new biotechnology
Establish fair trade	Collect and use big data
Advance health informatics	Create new artificial intelligence
Distribute the wealth	Manage the planet's waste
Reverse engineer the brain	Design the future of
	transportation
Advance virtual reality	Promote healthy living
Foster sustainable development	Increase sustainable energy
Prepare future leaders	Redesign the healthcare system
Protect society from crime	Engineer better medicine
Master tools and machines	

Titles drawn from SparkPath's Challenge Cards



## **Work Values Inventory**

- Working as part of a team
- Being well-liked
- Helping others
- Moral fulfillment
- Power and authority
- Ambitious
- o Taking risks
- Fast paced environment
- Helping society
- o Being well-known
- Pursuing excellence
- Low work stress
- o Being creative
- Time for personal activities
- Working independently
- Location
- o High income
- o Flexible schedule
- Belonging or affiliation
- o Challenging myself
- o Influencing others
- Making decisions
- Public contact
- Supervising others
- Variety
- Being competitive
- Intellectual status
- o Gaining new knowledge
- o Results oriented
- Job security
- Aesthetics
- o Humour

## From UTSC's Online Self-Assessment

https://www.utsc.utoronto.ca/webapps/aacc-tools/SelfAssessment/online inventory/