

MASHOPOLIS

Children's Program Training

MASHOPOLIS CHARACTERS



CRUZ (GAMERTAG: "CRUZ CONTROL")

AGE: 8

Cruz loves everything about video games and has ambitions to be a great gamer someday. She studies games, reads about games, and has developed a great talent for gaming strategy... she just doesn't quiiiiite have the expert gamer moves nailed down. Not yet at least.



MAX (GAMERTAG: "MAXOSAURUS")

AGE: 8

Loud. Boisterous. Loves to get dirty. That's Max. Oh, and did we mention he's loud? But he's also sweet and funny, with a vivid imagination and a playful personality that will win anyone over. Max does everything to the max: maximum volume, maximum imagination, maximum fun.



ZUZU (GAMERTAG: "ZUZU ZOOMER")

AGE: 8

Overflowing with an adventurous spirit, Zuzu is one determined kid. She is bold, gutsy, and not afraid to try new experiences. In fact, she's up for just about any challenge.



SCOUT

Wouldn't it be great if you had a gaming friend who could sniff out trouble, dig up clues, or fetch the perfect tool when you need it? Meet Scout, the computer-generated, NPC (non-player character) companion, who's been coded into the game to help the kids keep the city running smoothly.

BEEPLES



Mashopolis is populated by a fun group of tiny, game-generated characters called Beeples. These NPCs not only live in Mashopolis, but they work there too, doing the different jobs that help keep the city running.

MASHOPOLIS PLATFORM AND TRAINING LINKS

Mashopolis Platform

<https://bit.ly/MashopolisPlatform>

You will use this website to login and assign bundles for your learners. This is where you can create and manage student accounts, find lesson plans and materials, and where students will access all digital learning materials.



Training for Teachers

<https://bit.ly/MashopolisTrainingForTeachers>



On this website you will find training videos, webinars, and support materials. If a new staff member at your site will be leading Mashopolis lessons, they need to complete the training through this site first.

MASHOPOLIS ACTIVITIES

Digital Activities

Mashopolis Animated TV series

Animated stories about characters with diverse backgrounds using executive function skills to solve everyday problems

Digital Games

Engaging and immersive game experiences played through the Mashopolis Platform

Virtual Field Trips

Interactable digital experiences that offer the opportunity to explore career locations

eBooks

Collection of eBooks that highlight several careers within a specific career cluster and how they use the same executive function skill across their work

Brain Boost videos

Short videos featuring children practicing self-regulation strategies

Hands-On Activities

Paper Games

Engaging and immersive game experiences played using paper materials

Role Play Activities

Hands-on, career-focused activities

Career Match-Ups

Practice solving real-world problems by applying new career knowledge

CAREER BUNDLES — WHAT'S INCLUDED?

Building

Activity Name	Activity Type	Success Skill(s)
Blanket Fort Architect	Storybook	Organize
Counting	Brain Boost Video	All
Inspect and Sketch	Paper Game	Remember
Scout's Adventure Book: Careers in Building	eBook	Organize
Design a Grocery Store	Role Play Activity	Think Differently

Travel and Service

Activity Name	Activity Type	Success Skill(s)
Lunchbox Chef	Storybook	Think Differently
Tree Yoga	Brain Boost Video	All
Feeling Faces	Paper Game	Feel
Find a Room	Role Play Activity	Remember
Pizza Fun Run	Career Match Up	Organize

Government

Activity Name	Activity Type	Success Skill(s)
Air Traffic Controller	Storybook	Focus
Breathing	Brain Boost Video	All
Mashopolis Mayor	Digital Game	Think Differently
Scout's Adventure Book: Careers in Government	eBook	Focus
Solve the Mystery	Role Play Activity	Focus

CAREER BUNDLES – WHAT'S INCLUDED?

Transportation

Activity Name	Activity Type	Success Skill(s)
Train Engineer	Storybook	Remember
Breathing	Brain Boost Video	All
Zuzu's Delivery Service	Digital Game	Organize
Fixer Upper!	Role Play Activity	Remember
Bike Shop	Virtual Field Trip	Organize, Think Differently

Law and Safety

Activity Name	Activity Type	Success Skill(s)
Firefighter	Storybook	Organize
Silly Shakes	Brain Boost Video	All
Emergency Report	Paper Game	Remember
Taking Care of Animals	Role Play Activity	Organize
Safety First at the Fair	Career Match Up	Think Differently



MATERIALS FROM TWIN CITIES PUBLIC TELEVISION

Each Mashopolis Children's Program site will receive:

Tablets with protective cases for children	
1 tablet with a protective case per educator implementing the <i>Mashopolis</i> Children's Program	
Headphones for children	
Crayons for hands-on activities	
Construction paper for hands-on activities	
Glue sticks for hands-on activities	
Scissors for hands-on activities	

FOCUS SUCCESS SKILL

Child-friendly definition:

Pay attention to something, even when distractions happen around you.

The **Focus** success skill combines two executive function skills – task initiation and task persistence. **Task initiation** means having the ability to motivate yourself to begin tasks. **Task persistence** is our capacity to stick with a task, even if it is difficult or we don't really want to do it. When we're able to follow through with a task while we ignore distractions, we show persistence.

Examples of task initiation in K–2nd graders:

- When a child puts the toys they just played with back into the box where they belong.
- When a child picks up their bowl and takes it to the counter after they finished their meal.

Examples of task persistence in K–2nd graders:

- When a child keeps practicing their writing, even when it's really hard to copy how the letter looks.
- When a child cleans up a spill, and they keep cleaning until it is all cleaned up, even if it takes a really long time.

Try it!

STEM challenges involving building and testing are great opportunities to practice task persistence. Using a piece of scrap paper, create a paper airplane with a goal to get it across the room. Your design will likely need several iterations before it is successful! Persistence, especially in engineering, pays off.

ORGANIZE SUCCESS SKILL

Child-friendly definition:

Keep track of different information and belongings and put them in an order that makes sense to you.

The **Organize** success skill combines three executive function skills: planning, prioritizing, and organizing. **Planning** is our daily plan for tasks to meet our short- and long-term goals. The ability to determine the appropriate order for completing tasks based on important and logical sequence is known as **prioritizing**. **Organizing** is the process of gathering and keeping track of belongings, information, and time. This can take place with physical materials or mentally with information.

Examples of planning in K–2nd graders:

- When a child thinks about when they can wrap their sibling's birthday present before it's time to celebrate.
- When a child is at the zoo, and they share with their grown-up about which animals they want to see.

Examples of prioritizing in K–2nd graders:

- When a child looks at their messy room and thinks about what they need to clean up first.
- When a child is baking a treat with their grown-up, and they follow the recipe step by step.

Examples of organizing in K–2nd graders:

- When a child gathers the supplies they need to start a craft.
- When a child arranges puzzle pieces by color to make it easier to complete it.

REMEMBER SUCCESS SKILL

Child-friendly definition:

Hold new information in your mind to use when you need it.

The **Remember** success skill is a child-friendly term for the executive function skill working memory. **Working memory** is a short-term brain function that helps us complete the task at hand. This skill allows the brain to briefly hold new information while it's needed. We then use this new information to help us in some way before deciding whether to transfer it into our long-term memory. We can do this while following instructions and without losing track of what we were initially doing.

Examples of working memory in K–2nd graders:

- When a child plays a new game and must remember the rules.
- When a child was just told how to get to the water fountain, but now they are trying to think of the two turns they need to make to get there.

Try it!

A game you can play with a large group using your working memory is called “I went to the grocery store...” In this game, you and other players begin by saying, “I went to the grocery store and bought [says an item].” The next player repeats, “I went to the grocery store and bought,” saying player 1’s item and adding an item of their own. Player three says Player 1’s item, Player 2’s item, and their own item. This continues until all players have tried. You’ll be surprised how difficult it is to keep track of everyone’s purchase!

THINK DIFFERENTLY SUCCESS SKILL

Child-friendly definition:

Try new things and find creative ways to solve a problem. Learn from your mistakes and make changes.

The **Think Differently** success skill is our child-friendly term for the executive function skills known as flexible thinking. **Flexible thinking** is our ability to think about various ways to solve problems, appropriately adjust to new situations, learn from our mistakes, cope with changes, try new things, transition from one task to another, and learn new information.

Examples of flexible thinking in K–2nd graders:

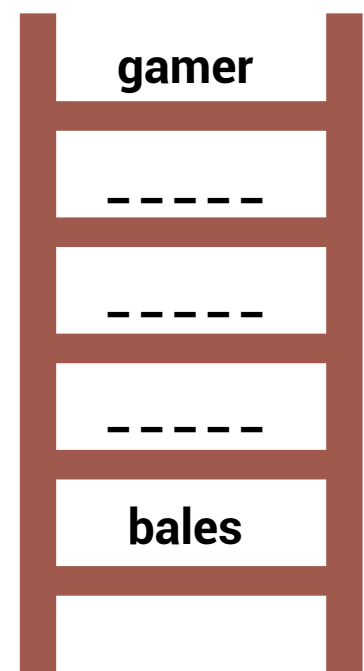
- When a child comes home from school and finds something else to do before dinnertime.
- When a child is offered a new food to try, and they eat it even though they don't know how it will taste.

Try it!

Word ladders are a puzzle where you try to connect two words, one at the top of the ladder to the other at the bottom of the ladder. To solve the puzzle, you must find a chain of other words to link the two together. You can only change one letter at a time for each step.

Example word ladder for twin and swim:

Twin – twig – swig - swim



FEEL SUCCESS SKILL

Child-friendly definition:

Check and show your emotions.

The **Feel** success skill combines executive function skills within an umbrella term known as emotional thinking. Emotional thinking is the ability to connect with our “heart” and recognize, regulate, and express our emotions. We can choose which emotions are appropriate to display in any given situation.

Examples of emotional regulation in K–2nd graders:

- When a child is feeling angry at their sibling, so they move to another room because they know they need to cool off.
- When a child whispers in a library, even though they are excited to pick out a new book.

Examples of emotional expression in K–2nd graders:



- When a grown-up asks a child how their day was, and the child shares two feelings that stand out to them.
- When a child has trouble understanding something a teacher says, so they raise their hand to say that they are feeling confused.

Try it!



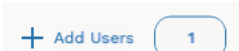
A variation on charades called Feelings Charades is one way for younger children to practice using the Feel success skill. Taking turns showing an emotion, without using any words, guess what emotion the other player is trying to convey. Start with emotions that are easier to guess [happy, sad, angry] and move to more complex emotions [nervous, worried, excited].

CREATING ACCOUNTS ON THE *MASHOPOLIS* PLATFORM

Create an Educator Account

1. Go to bit.ly/MashopolisPlatform
2. Click Grown-ups login 
3. Click Create an Account button 
4. Enter a username, email, and password
5. Check your email to confirm your account creation
 - If you don't see your confirmation email, check your spam folder

Create Student Accounts

1. Go to bit.ly/MashopolisPlatform
2. Login to your Grown-up account 
3. Choose the group you want to add a student(s) to and click on the dropdown menu  Group Name
4. Type the number of users you would like to add and click "Add Users" 

MAKING *MASHOPOLIS* PLATFORM OR CODES

Managing Children's Logins

1. Go to bit.ly/MashopolisPlatform and select Grown-ups Login

2. Click Edit and type children's names for each QR code [Edit](#)

- This is easiest to do on a desktop computer or laptop

3. After you've typed all children's names, select **Print Group**

- 4. Print two copies of the group's QR codes**

- **Keep one copy of the QR codes for our research partners**

- 5. Cut out the second copy of QR codes and pass them out to children**

when they need to log in to the *Mashopolis* Platform

Helpful Hints

- You may want to print QR codes on cardstock or laminate them to make them sturdier
- To keep all your QR codes in one place, you can use a hole puncher to make a hole in the corner and keep them on a ring when students are not using them.

LOGGING INTO THE *MASHOPOLIS* PLATFORM

Using QR Codes to Log In to the *Mashopolis* Platform for the first time

1. Open the *Mashopolis* Platform on children's tablets or go to

bit.ly/MashopolisPlatform while in Chrome

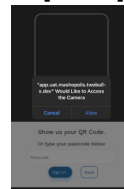
2. Tap “Children’s Login”

Children's Login

3. You should see a screen with a square on it

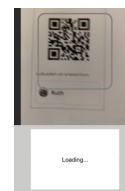
- If you see a black screen or if a prompt appears, allow the

website to access your camera



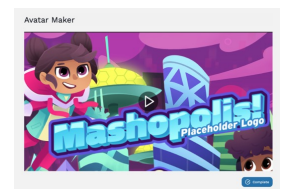
4. Guide children to put the QR code in the frame on the screen by

putting it under the tablet's camera lens



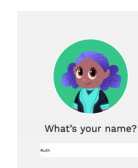
5. The first-time children log in, they will be directed to

the Avatar Maker automatically




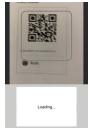
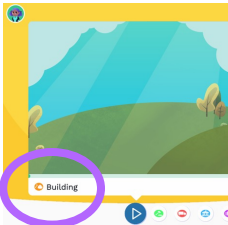
6. When they complete the Avatar Maker, students will be prompted to

type their name and choose a favorite color

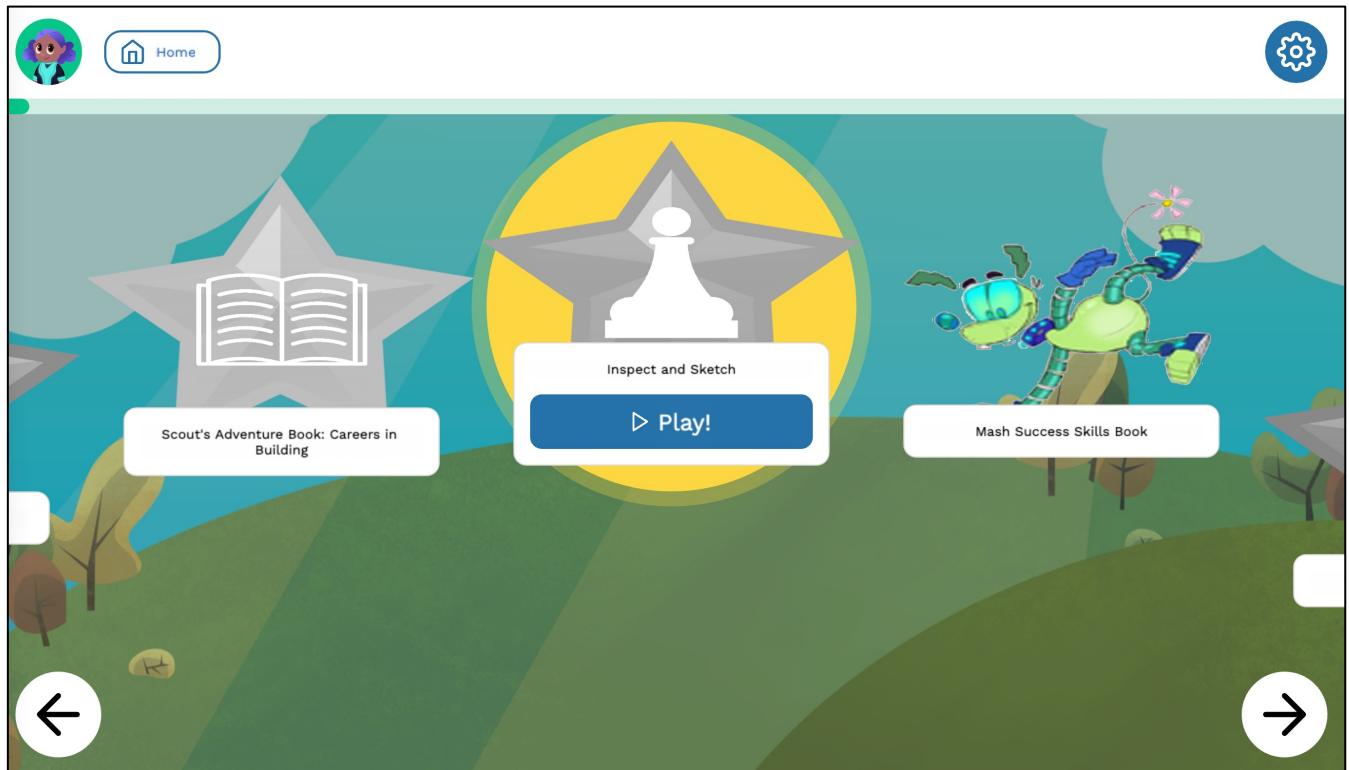


LOGGING INTO THE *MASHOPOLIS* PLATFORM

Using QR Codes to Log In to the *Mashopolis* Platform to Access Career Bundle Content


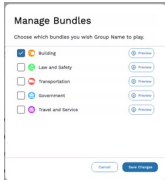

1. Open the *Mashopolis* Platform on children's tablets or go to bit.ly/MashopolisPlatform while in Chrome
2. Tap "Children's Login" 
3. Guide children to put the QR code in the frame on the screen by putting it under the tablet's camera lens 
4. Children should select the bundle they are working on
 - The name of the bundle is in the bottom left of the screen 
5. Children can scroll left or right to select the activity they will be completing

ASSIGNING CAREER BUNDLES



Children's view of the Mashopolis Platform – Building Bundle

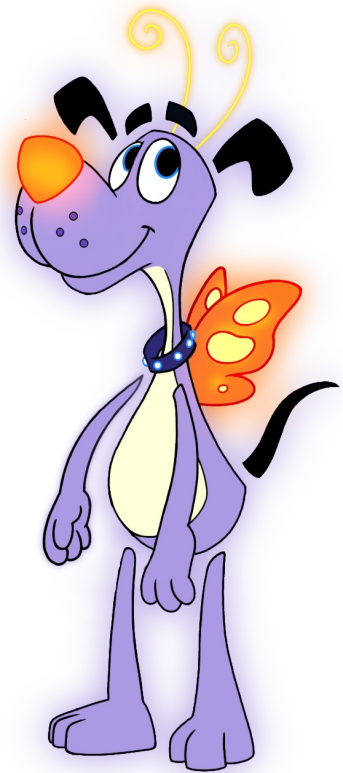
Assigning Career Bundles

1. Go to bit.ly/MashopolisPlatform and select Grown-ups Login
2. Select the group you would like to assign a bundle to
3. Click on Manage Bundles 
4. Put a checkmark next to the bundle(s) you would like your children to be able to access 
5. Click on Save Changes 

NEED HELP?

If you find yourself stumped with a Mashopolis Children's Program question, please go to the Training for Teachers website and check our Frequently Asked Questions.

If your question is not in the FAQ, send an email to mashopolishelp@gmail.com and you can expect a response within 24 – 48 hours.



©2022 Twin Cities Public Television, Inc. All rights reserved. Mashopolis (w.t) characters and underlying materials (including artwork) are trademarks and copyrights of Twin Cities Public Television. The PBS KIDS wordmark and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.

The contents of this program were developed under a grant from the U.S. Department of Education (PR U295A200002). However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government.

Funding is provided by a Ready To Learn grant from the U. S. Department of Education.

Career information included in Mashopolis materials was informed by O*Net OnLine job descriptions. All job descriptions and career information is current as of the date of publication.

