

# SKILLSVILLE

## EDUCATOR GUIDE



TWIN  
CITIES  
PBS

# USEFUL SKILLSVILLE LINKS

## SKILLSVILLE PLATFORM

[bit.ly/Skillsville](https://bit.ly/Skillsville)

The *Skillsville* Platform is where you can find all of the content you'll use to teach the Children's Program. Create an account, manage your students, and open links to pdfs containing everything you need for paper-based activities all from this location!



## SKILLSVILLE TRAINING SITE

[bit.ly/ChildrensProgramTraining](https://bit.ly/ChildrensProgramTraining)

Here you'll find videos about all things *Skillsville* from its background and goals, the different activities in *Skillsville*, how to use the *Skillsville* platform, and videos demonstrating the American Sign Language signs for each of the *Skillsville* Success Skills.



## SKILLSVILLE HELP EMAIL

[skillsvillehelp@gmail.com](mailto:skillsvillehelp@gmail.com)

If you have any questions about the *Skillsville* Children's Program, whether it's how to use your tablet, access the platform, lead an activity, or any other questions, you can email us here and someone from our team will respond within 24- 48 hours.



## SKILLSVILLE NEWSLETTER SIGNUP

Use this QR code to signup for our *Skillsville* newsletter. In our newsletter, you'll find *Skillsville* updates, educator spotlights, curriculum highlights and all things *Skillsville*.



# SKILLSVILLE CHARACTER BIOS

## Cora – ParCora



Cora LOVES to play video games. Which makes sense when your mom is a video game designer. She is a kid that likes the strategy part of all games, she is good at planning and prioritizing. But when she plays video games, it brings out her inner gaming gladiator. In Skillsville, Cora plays the game as ParCora, a parkour warrior with the coolest gaming moves.

## Dev - Devosaurus



Dev loves dinosaurs. His gamer tag is Devosaurus and when choosing his avatar he went full on dino! As an only child, he has active imagination skills and can easily amuse himself, getting lost in loud and often messy play. While Dev might be easily distracted and struggles with task persistence, he is a great out-of-the-box thinker. Dev is a live-in-the-moment kind of kid, with a “winning isn’t everything” philosophy.

## Rae – Racer Rae



Rae has an easy time making friends. She has an adventurous spirit with daredevil dreams. When she isn’t on the move, she loves arts and crafts and all things glitter. Her parents are very supportive of her interests and independent nature, while not hiding the fact that the world might not always be fair (or accessible). Rae doesn’t like limitations and has a strong urge to prove herself and push her boundaries. In the game of Skillsville, her avatar can go almost anywhere and do almost anything.

# SKILLSVILLE SUCCESS SKILLS

## FEEL

*Check and show your emotions.*

The Feel Success Skill is a combination of the skills Emotional Regulation and Expression, within the executive functioning domain 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 and calm down.
- 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 grownup 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 share they are feeling confused.

### ASL DIRECTIONS FOR FEEL



Open the hand you write with, pointing your middle finger inward towards your chest. Then, touch the center of your chest in a small, upward circular motion a couple of times.



See the Feel ASL sign here

# FOCUS

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

Focus is a combination of two executive function domains - 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.

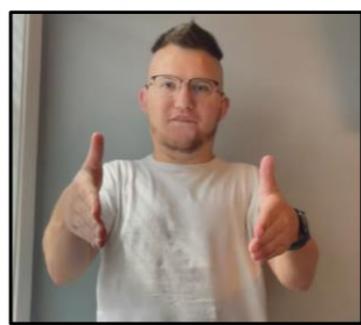
Examples of task initiation in K-2nd graders:

- 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 handwriting, 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.

## ASL DIRECTIONS FOR FOCUS



Bring both hands up to your face, with palms facing each other. Keep your hands flat, fingers pointing upward. Move your hands outward, still facing each other, towards your shoulders. Then, bring your hands forward, with fingertips pointing away from you, gradually moving them closer together – but without touching.



See the Focus ASL sign here

# ORGANIZE

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

The Organize Success Skill is a combination of two executive function domains: planning & prioritizing, and organization. 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. Organization is the process of gathering and keeping track of belonging, 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 grownup about which animals they want to see.

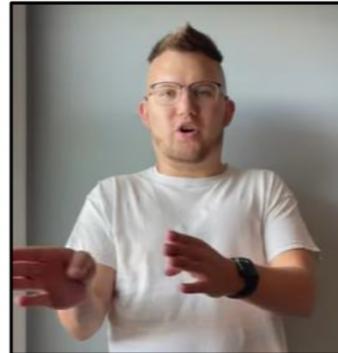
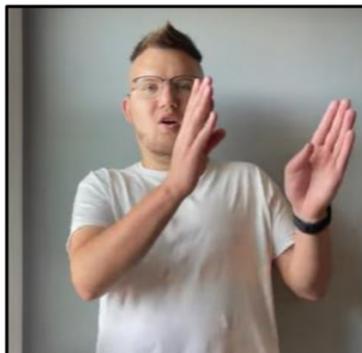
**Examples of prioritizing in K-2nd graders:**

- 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.

## ASL DIRECTIONS FOR ORGANIZE



**Face the left and right palms towards each other and sweep from left to right.**



**See the Organize ASL sign here**

# REMEMBER

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

The Remember Success Skill is a child-friendly term for the executive functioning domain 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 given direction to get to the water fountain, but now they are trying to think of the two turns they need to make to get there.

## ASL DIRECTIONS FOR REMEMBER



Make two fists with your thumbs up. Place both hands in front of your chest. Take your non-writing hand's thumb to your forehead. Then, bring it down to touch your writing hand's thumb twice.



See the Remember ASL sign here

# THINK DIFFERENTLY

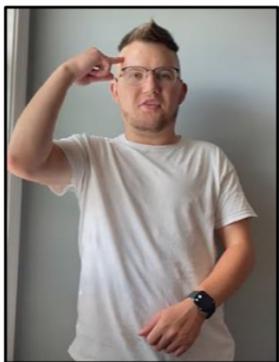
*Try new things and find creative ways to solve a problem. Learn from your mistakes and make changes.*

The Think Differently Success Skill is our child-friendly term for executive functioning domain, 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 new 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.
- When a child solves a problem in a creative way.

## ASL DIRECTIONS FOR THINK DIFFERENTLY



Form a fist with one hand, leaving your pointer finger up. Touch your temple using your finger. Then, bring both hands in front of your chest, forming fists with both hands. Leave both pointer fingers out and bring them together so that the tips of your fingers are touching. Move your fingers away from each other while moving them up and down repeatedly, until your hands are in front of your shoulders.



See the Think Differently ASL sign here

# SKILLSVILLE ACTIVITY TYPES



## EPISODE

An 11-minute educational show meant to be viewed in pairs or groups. Each episode includes a co-viewing guide that can be used to facilitate a discussion after children have finished viewing it.



## SKILLSVILLE STRATEGY VIDEO

An instructional strategy video meant to be viewed in pairs or in groups.



## PAPER GAME

A printable game meant to be played in pairs or in a group.



## DIGITAL GAME

An educational game played individually.



## VIRTUAL FIELD TRIP

A 3D, interactive tour of a location meant to be viewed individually.



## eBOOK

A digital book read aloud, set in Skillsville, and meant to be viewed individually or in pairs.



## CAREER MATCH-UP

A hands-on activity about four careers within a career cluster meant to be completed in pairs or groups.



## ROLE PLAY ACTIVITY

A hands-on career activity meant to be done in pairs or groups.

# SKILLSVILLE BUNDLES



## BUILDING\*

ICON	NAME	APPROXIMATE TIME NEEDED
	Welcome to Skillsville	10 minutes
	Counting	3 minutes
	Inspect and Sketch	30 minutes
	Scout's Adventure Book: Careers in Building	10 minutes
	Design a Grocery Store	30 minutes+

\*We recommend this as your first bundle while leading the Children's Program



## TRANSPORTATION

ICON	NAME	APPROXIMATE TIME NEEDED
	Train Engineer	15 minutes
	Breathing	3 minutes
	Transportation Digital Game**	15 minutes
	Scout's Adventure Book: Careers in Building	10 minutes
	Design a Grocery Store	30 minutes+

\*\*The name of this activity is subject to change



## LAW AND SAFETY

ICON	NAME	APPROXIMATE TIME NEEDED
	<b>Firefighter</b>	<b>15 minutes</b>
	<b>Silly Shakes</b>	<b>3 minutes</b>
	<b>Emergency Report</b>	<b>30 minutes</b>
	<b>Safety First at the Fair</b>	<b>30 – 60 minutes</b>
	<b>Taking Care of Animals</b>	<b>30 minutes</b>



## GOVERNMENT

ICON	NAME	APPROXIMATE TIME NEEDED
	<b>Firefighter</b>	<b>15 minutes</b>
	<b>Silly Shakes</b>	<b>3 minutes</b>
	<b>Government Digital Game**</b>	<b>15 minutes</b>
	<b>Scout's Adventure Book: Careers in Government</b>	<b>15 minutes</b>
	<b>Solve the Mystery</b>	<b>30 minutes</b>

*\*\*The name of this activity is subject to change*



## TRAVEL AND SERVICE

ICON	NAME	APPROXIMATE TIME NEEDED
	Chef	15 minutes
	Tree Yoga	3 minutes
	Feeling Faces	15 minutes
	Pizza Fun Run	30 – 60 minutes
	Find a Room	30 minutes

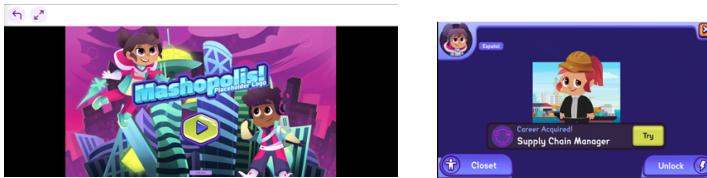
***BUNDLES IN DEVELOPMENT,  
AVAILABLE SEPTEMBER 2023***

- Arts and Technology
- Farming
- Sales
- Helping

# PLATFORM SCAVENGER HUNT

The best way to learn about activities in *Skillsville* is to jump right in! Explore *Skillsville* activities on our platform.

1. Open the Platform on your tablet by tapping the Chrome icon. If you are using your own device, go to [bit.ly/Skillsville](http://bit.ly/Skillsville).
2. Tap the card Rae is holding. Using an ID badge provided, scan the QR code to login. You can also type the passcode instead.
- 3.



Explore the **AVATAR MAKER**. This is what children see when they first login to the *Skillsville* Platform. Create your Avatar, answer the questions and create some mashed up careers! After you make a career, tap **Unlock** to find out about another career. Unlock at least 2 careers and explore your closet to see what new outfits you get from your careers!

Write your favorite career here:



4. Find the **GOVERNMENT BUNDLE**. The icon looks like this:  
Tap the play button to open the bundle.
5. The first icon in every bundle is an **EPISODE**. What is the name of the episode in the Government bundle?

6. Watch the episode in the Government bundle. What careers do we learn about in this episode?

7. Tap the checkmark on the top right of the screen to complete the episode. Answer the poll question, then return to the other Government activities.

8. Find the **GOVERNMENT DIGITAL GAME**. The digital game icon looks like this:



9. What was your favorite building that you created when you played the Government digital game?

10. Tap the checkmark on the top right of the screen to complete the Digital Game. Answer the poll question, then return to the other Government activities.



11. In the Government bundle, find the **eBOOK**. The eBook icon looks like this:

12. According to the eBook, what does an **AIRCRAFT LAUNCH AND RECOVERY SPECIALIST** do?

13. Tap the checkmark on the top right of the screen to complete the eBook. Answer the poll question to return to the Government bundle. Then, tap the left arrow



to return to the rest of the bundles.



14. Find the **TRANSPORTATION** bundle. The icon for this bundle looks like this:

15. Find the **BIKE SHOP VIRTUAL FIELD TRIP**. The Virtual Field Trip icon looks like



this:

16. Tap on **REPAIR**, then tap on all of the **RED** and **BLUE** circles to learn more about a bike shop. When you've tapped all of the red and blue circles in the **REPAIR** section, move to the **ENTRY** section and tap on the rest of the red and blue circles.

17. Tap the checkmark on the top right of the screen to complete the Virtual Field Trip. Answer the poll question and return to the Transportation activities.



18. Find this icon  on the top right corner of the screen. This opens **SCOUT'S DICTIONARY**. This is an optional activity if children want to review the *Skills*ville



Success Skills. Tap the left arrow  to return to the Transportation bundle.



Tap the left arrow  again to return to the rest of the bundles.



19. Find the **BUILDING** bundle. The icon for this bundle looks like this:

20. Tap the **INSPECT AND SKETCH PAPER GAME**. The icon for this activity looks like



this:  . What happens when you open this activity?

You're done! Feel free to spend more time exploring the child's view of the *Skills*ville Platform.

