SkillsVille

EDUCATOR GUIDE

TWIN CITIES PBS

USEFUL SKILLSVILLE LINKS

SKILLSVILLE PLATFORM

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

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

SKILLSVILLE HELP EMAIL

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 question, you can email us here, and someone from our team will respond within 24 to 48 hours.

SKILLSVILLE NEWSLETTER SIGN-UP

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

SUCCESS SKILLS

FEEL

Check and show your emotions.

The Feel Success Skill is a combination of the skills emotional regulation and emotional expression, which are within the emotional thinking executive function domain. 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:
- 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.
- 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:
- A grown-up asks a child how their day was, and the child shares two feelings that stand out to them.
- A child has trouble understanding something a teacher says, so they raise their hand to share that they are feeling confused.

AMERICAN SIGN LANGUAGE (ASL) DIRECTIONS FOR FEEL

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

How to sign *Feel* in ASL:

FOCUS

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

The Focus Success Skill 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 ignoring distractions, we show persistence.

Examples of task initiation in K−2nd graders:
- A child puts the toys they just played with back into the box where they belong.
- A child picks up their bowl and takes it to the counter after they've finished their meal.

Examples of task persistence in K−2nd graders:
- A child keeps practicing their handwriting, even when it's really hard, to copy how the letter looks.
- 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
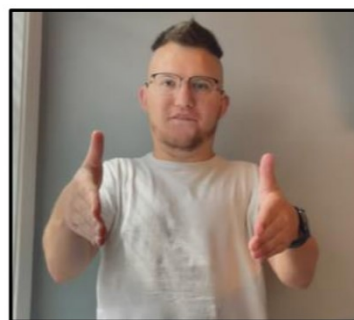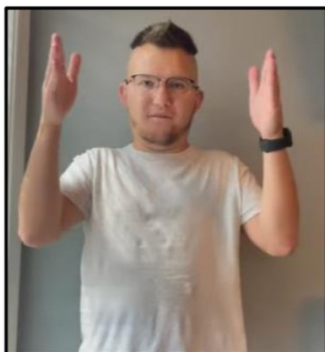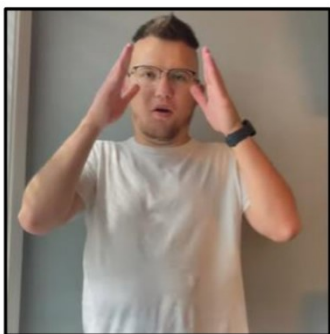
Bring both hands up to your face, with palms facing each other. Keep your hands flat and fingers pointing upward. Move your hands outward, still facing each other, toward your shoulders. Then bring your hands forward with fingertips pointing away from you, gradually moving them closer together but not touching.

How to sign *Focus* in ASL:

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 three 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 their importance and logical sequence is known as prioritizing. Organization is the process of gathering and keeping track of belongings, information, and time. This process can take place physically with materials or mentally with information.

Examples of planning in K–2nd graders:
- A child thinks about when they can wrap their sibling's birthday present before it's time to celebrate.
- 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:
- A child looks at their messy room and thinks about what they need to clean up first.
- 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:
- A child gathers the supplies they need to start a craft.
- A child arranges puzzle pieces by color to make it easier to complete the puzzle.

ASL DIRECTIONS FOR ORGANIZE
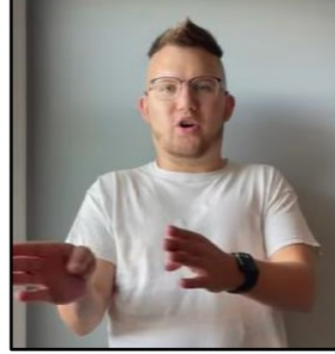
Face the left and right palm toward each other, and sweep from left to right.

How to sign *Organize* in ASL:

REMEMBER

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

The Remember Success Skill is a child-friendly term for the working memory executive function domain. 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:
- A child plays a new game and must remember the rules.
- A child was just given directions 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
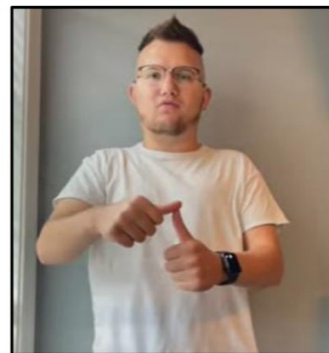
Make two fists with your thumbs up. Place both hands in front of your chest. Take your non-writing hand's thumb to your forehead. Then bring it down to touch your writing hand's thumb twice.

How to sign *Remember* in ASL:

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 the executive function 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:
- A child comes home from school and finds something new to do before dinnertime.
- A child is offered a new food to try, and they eat it even though they don't know how it will taste.
- A child solves a problem in a creative way.

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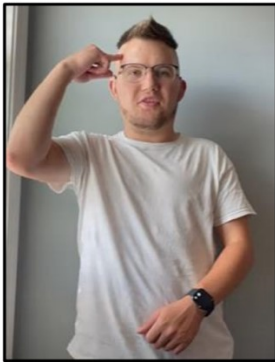
Form a fist with one hand, leaving your pointer finger up. Touch your temple using that finger. Then bring both hands in front of your chest, forming fists with both hands. Leave both pointer fingers out, and bring them together so that the tips of your fingers are touching. Move your fingers away from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

How to sign *Think Differently* in ASL:

SKILLSVILLE ACTIVITY

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

eBOOK

a digital book set in Skillsville that is read aloud 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

BUNDLE CONTENTS

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
	Bike Shop	10 minutes
	Fixer Upper!	30+ minutes

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

LAW AND SAFETY

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

GOVERNMENT

ICON	NAME	APPROXIMATE TIME NEEDED
	Air Traffic Controller	15 minutes
	Breathing	3 minutes
	Government Digital Game**	15 minutes
	Scout's Adventure Book: Careers in Government	15 minutes
	Solve the Mystery	30 minutes

**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

UPCOMING BUNDLES

- **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.

❏ Open the Skillsville Platform on your tablet by tapping the Chrome icon. If you are using your own device, go to bit.ly/Skillsville.

❏ Tap the card Rae is holding. Using an ID badge provided, scan the QR code to log in. You can also type the passcode instead.
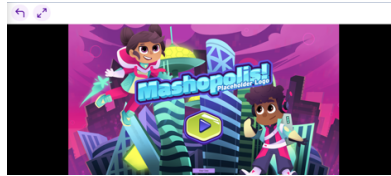
❏ Explore the AVATAR MAKER.
This is what children see when they first log in to the Skillsville Platform.

❏ 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.

❏ After trying out a few careers, you will see a checkmark appear in the top right part of your screen. Tap the checkmark to complete the Avatar Maker activity and access the rest of the Skillsville Platform.

❏ Find the GOVERNMENT BUNDLE. The icon looks like this: .
Tap the play button to open the bundle.

❏ In the Government bundle, find the EPISODE. The episode icon looks like this: .

❑ **Find the *GOVERNMENT* DIGITAL GAME. The Digital Game icon looks like this:** .

❑ **Begin playing the *Government* Digital Game by tapping the digital game icon.**

❑ **Tap the blueprint to being playing the game. Create a week's worth of buildings by choosing the buildings you would want to have in your city.**

❑ **Tap the checkmark** ✓ **on the top right of the screen to complete the Digital Game.**

❑ **Answer the poll question to return to the other Government activities.**

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

❑ **Tap the eBook icon to begin following along with the eBook.**

❑ **Tap the checkmark** ✓ **on the top right of the screen after you have completed the eBook.**

❑ **Answer the poll question to return to the Government bundle.**

❑ **Tap the left arrow** ↰ **to return to the rest of the bundles.**

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

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

❑ **Enter the Bike Shop Virtual Field Trip by tapping Explore. To navigate to different areas in the Virtual Field Trip, tap Telepuddle Menu (on the bottom right corner of the screen).**

❑ **Interact with different areas in the Bike Shop Virtual Field Trip by tapping on different colored circles. If you see a blank screen, you may need to wait for content to load.**

❑ **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.**

❑ **Find this icon** **on the top right corner of the screen. This opens SCOUT'S SUCCESS SKILLS.**

   This is an optional activity if children want to review the Skillsville 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.**
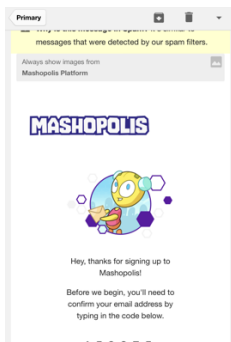

You've completed your Platform Scavenger Hunt! Feel free to spend more time exploring the rest of the activities in the child's view of the Skillsville Platform.

CREATE A GROWN-UP ACCOUNT

1. **Open the Skillsville Platform, and choose For Grown-Ups.**
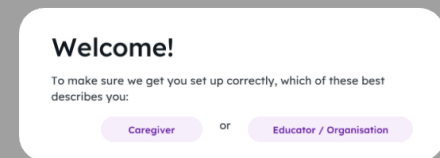
2. **Select Create an Account.**

3. **Enter your name and email, and create a password. (*Hint*: You enter this password only once, so consider tapping the little eye so you can see what you typed!) Then select Confirm Email.**

4. **Open the email account you entered when you created your account to find your confirmation number. <mark>It might be in your Junk folder</mark>, so look there if you don't see it right away.**

5. **Go back to the Skillsville Platform, and enter the confirmation code you received.**

6. **Select Educator/Organization when prompted.**
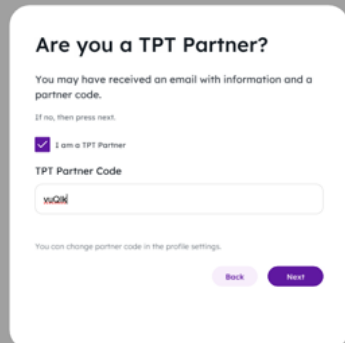
7. **Put a checkmark next to the box that says I am a TPT Partner. Enter the Partner Code vuQlk (the *Q* is the only uppercase letter).**

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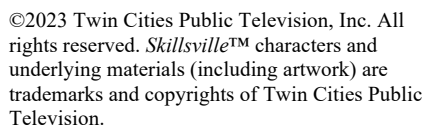
Career information included in _Skillsville_™ program materials was informed by O*Net OnLine job descriptions. All job descriptions and career information are current as of the date of publication.