



FEEL

Volunteer Information



SUCCESS SKILL

Feel

THIS MEANS

Check and show your emotions

SKILLSVILLE STRATEGY

Stretching

SCHEDULE

- meal/snack and conversation cards
- presentation
- episode – “Firefighter”
- strategy – Stretching
- paper Game – “Feeling Faces”
- strategy practice – Stretching
- digital Game – *Works of Heart*
- wrap-up
- send take-home materials
- cleanup

VOLUNTEER CHECKLIST

- ☐ Welcome families to the Skillsville Family Program Organize session.
- ☐ Assist families in signing in (if your organization has a registration list or sign-in sheet).
- ☐ Instruct families to partake in a meal or snack (if provided by the organization), and guide them to the seating area.
- ☐ Encourage caregivers to use the Conversation Cards at their tables as a conversation starter with their family members and the families around them.
- ☐ Assist families in cleaning up once the session starts.
- ☐ Assist in distributing Paper Game materials.
- ☐ Assist families in playing the Paper Game (see reverse), checking in regularly to make sure they understand the instructions.
- ☐ Assist in distributing tablets and headphones.
- ☐ Assist families as they log in to the Skillsville Platform and Digital Game (see reverse).
- ☐ Assist in collecting tablets and headphones.
- ☐ Assist in passing out the take-home materials.
- ☐ Assist in cleaning up.



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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.

PAPER GAME

Feeling Faces

GOAL OF THE GAME

Use the Feel Success Skill to communicate nonverbally as a Tour Guide and Tourists.

WHAT TO GIVE EACH FAMILY

Each group gets:

- 1 Map
- 1 Emoji Mat
- 1 set of Feelings Cards

HOW TO PLAY

1. Make groups of 2 or more players.
2. Choose 1 player as the Tour Guide. This person should choose a Feeling card but shouldn't show it to anyone.
3. The Tour Guide will point to 3 Emojis on the Emoji Mat to express the feeling they selected. The other players (Tourists) should guess what Feeling the Tour Guide picked based on the Emojis.
4. If a Tourist guesses the Feeling correctly, they can put the Feeling on the group's Map. When the Map is full, the group has won the game.

DIGITAL GAME

Works of Heart

GOAL OF THE GAME

Use the Feel Success Skill to create paintings for a Beeple art gallery.

HOW TO LOG IN TO TABLETS AND FIND THE DIGITAL GAME

To log families in to their account on the Skillsville Platform:

1. Tap the Google Chrome Icon on the tablet's homepage, or go to bit.ly/Skillsville.
2. Tap the QR code on the Skillsville Platform homepage to sign in.
3. Hold the QR code from their Skillsville ID badge under the camera.
4. If the camera isn't scanning properly, you can also type in the passcode found at the bottom of the ID badge.
5. Open the Feel bundle.
6. Scroll through the activities until you find the Digital Game icon:
7. Tap the Digital Game icon to play the game.



HOW YOU CAN HELP FAMILIES

1. Remind families to use their headphones and splitters so caregivers and children can listen and follow along with the game.
2. To begin gameplay, players tap the green box with the arrow.
3. Players should select a face showing a big emotion. Then, they will use the tools to paint a picture showing that feeling. When they are done with their picture, they should tap on the checkmark. Players can begin another painting by tapping on the paintbrush button.



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