



## REMEMBER SESSION

- Presentation suggested script
- Volunteer Handout
- Agenda
- Conversation Card
- Skillsville To-Go Handout



**for Families**

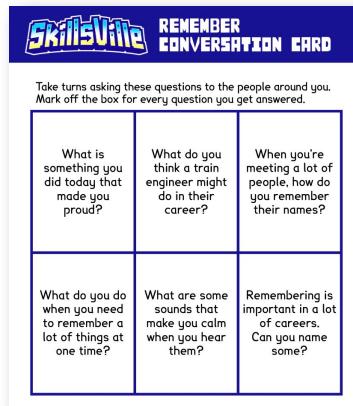
**Remember**



# Welcome to the Skillsville Family Program!

**While you enjoy your meal:**

- Introduce yourself to families nearby.**
- Take turns asking each other questions using the provided Conversation Card.**



*Have this slide posted as families are entering. You may need to prompt them to use the conversation card.*

**Presentation starting soon**



*Have this slide posted when you have about five minutes left before your presentation starts.*

# Welcome Back!

- Success Skills
- Careers
- Skillsville Strategies



## WHAT WE LEARNED TODAY

The Think Differently Success Skill means "to try new things and find creative ways to solve a problem. Learn from your mistakes and make changes."

We also learned the Skillsville Strategy Silly Shakes.

**USE THE THINK DIFFERENTLY SUCCESS SKILL AT HOME**  
Share about a time where something didn't go as you thought it would. Who happened? How did you need to Think Differently when that happened?

Try a food or activity that you've never tried before, and share how it went with a caregiver or friend.

Play the Paper Game Changing Constellations.

**USE THE SILLY SHAKES STRATEGY AT HOME**  
Find a space where you can move your arms around without touching another person. Start Silly Shakes in your feet. Then shake your legs and your feet. Then, shake your arms, legs, and feet. Finally, shake your whole body. How do you feel after you do your Silly Shakes?

Move your body in a fun way! Play a favorite song, and make your own silly dance to it. Share your dance with a caregiver or friend. What was it like to share your dance?



*Suggested script:* Last week we learned about the Think Differently Success Skill. You were given a handout with some ideas to practice the Think Differently Success Skill and the Silly Shakes Strategy. Did you try this at home? How did it go?

## Remember

- Remember is a Success Skill.
- It means “to hold new information in your mind to use when you need it.”



*Suggested script:* Today's Success Skill is Remember. Remember means being able “to hold new information in your mind to use when you need it.”

In Skillsville, when we talk about the Remember Success Skill, we’re thinking about how our brain uses *new* information.

For example, we use the Remember Success Skill when we play a new game and must remember the rules.

We also see this when we are just told how to get somewhere, like to a water fountain, and we’re trying to think of the turns we need to make to get there.

## Remember

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

### Let's Practice!

Cora



Dev



Rae



*Suggested script:* I'm going to show you three cards with characters from the *SkillsVille* television series for a few seconds. When I switch to the next slide, your goal is to share the characters' names in reverse order. For example, if I show you Beeples, Scout, and Cora, your goal is to tell me "Cora, Scout, and Beeples" after I take away the picture. Let's see how we use our Remember Success Skill.

*[Say the character names as they appear. Let the slide stay for about 10 seconds before going to the next slide after the last picture is shown.]*

## Remember

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

## Let's Practice!

Cora



Dev



Rae



*Suggested script:* Tell the people you came with the characters you saw in reverse, beginning with the last one you saw. [Give time for them to share.] Okay, let's see how you did. The reverse order was Rae, Dev, and Cora. How was that for you? Was it challenging or easy? How could you make this more challenging? Remember means to hold new information in your mind to use when you need it, and it's a skill that develops as we get older.

## 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.

*Suggested script:* Let's learn the sign for Remember together. 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.

*[Do this sign together a few times.]*



*Suggested script:* Today we'll be watching an early version of our show episode "Train Engineer." When our television show is being developed, an episode goes through many different versions before you watch the finished product. This is one of the first versions where we test out a story with art from our television show.

*Remember to have the platform open in another window, ready to play the "Train Engineer" episode. You can find this in the Skillsville Platform in the Remember bundle.*

## Remember

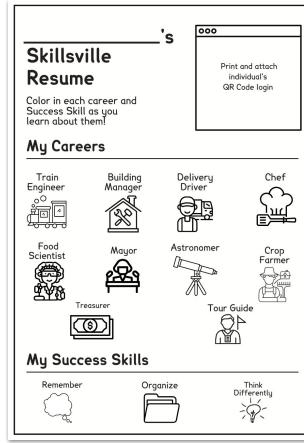
- What were some of the problems that Rae solved?
- What strategy did Rae use to help her remember?
- What do train engineers need to remember?



*Ask families the questions as a whole group.*

## Remember

- Find your **Resume Builder**.
- What **career** did you learn about in today's episode?



*Suggested script:* Take out your Resume Builder, and find the career we learned about in today's episode. What career did you learn about today? [Ask children to share the answer.] You've gained experience by learning about Train Engineers. Now you can color in Train Engineer.



*Suggested script:* Before we use a success skill in Skillsville, we like to prepare our brains with a Skillsville Strategy. Let's learn about a strategy we can use to help us get our brain ready to practice using the Remember Success Skill.

## Listening Strategy — Let's Practice!



Sound 1:

What are the sounds you can hear?



Sound 2:

What are the sounds you can hear?



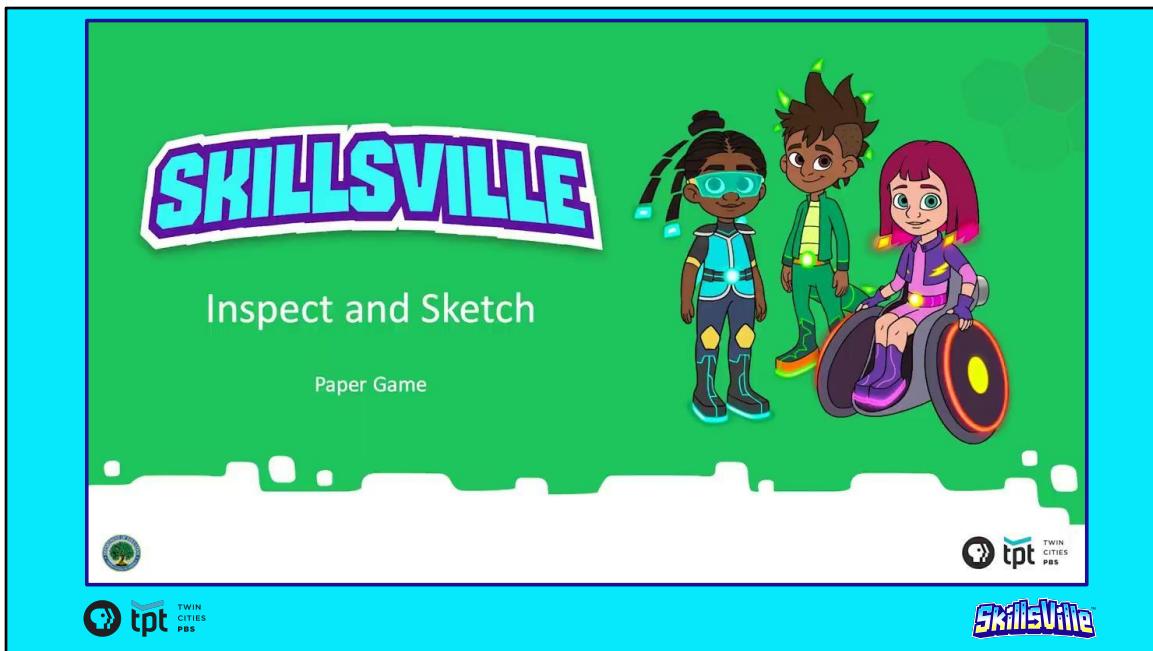
*Suggested script:* Let's practice using the Listening strategy. Close your eyes and listen.

*To play the sounds, you'll need to click on the circle buttons with the speaker. Each sound lasts less than 30 seconds. If you don't want to use the pre-recorded sounds, you could also use objects around your site to make the mystery sounds.*

*After listening to the sounds:*

*Suggested script:* What are some of the sounds that you heard? Were there any that you didn't recognize? [Offer families a chance to share out.]

*Suggested script:* Listening is a strategy we can use to prepare our brain to use Success Skills.

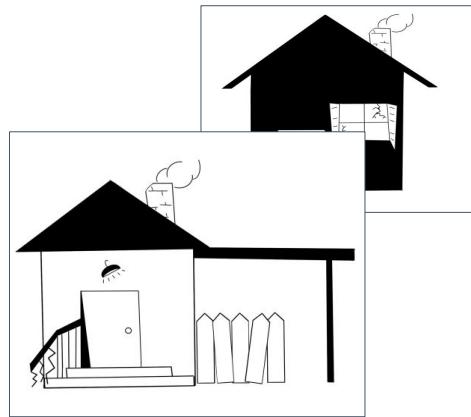


*Suggested script:* Now that we've used our Listening strategy, we're going to play a game called Inspect and Sketch. Let's see a short video on how to play this game.

## Activity 1 — Inspect and Sketch

Pretend you are a Building Manager, and use the Remember skill.

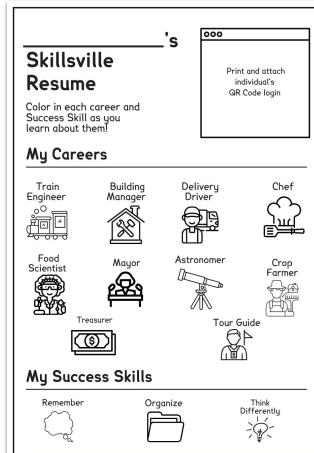
- Show a House Card for 15 seconds.
- Cover the House Card for 1 minute, and draw all that you remember.
- Turn the card over. You earn a point for each detail you included in your drawing.



*Pass out a set of House Cards to each family, and allow about 10 minutes to play the game, checking in to see if they need support.*

## Remember

- Find your **Resume Builder**.
- What **career** did you learn about in the Paper Game?



*Suggested script:* Take out your Resume Builder, and find the career we learned about in our Paper Game. What career did you learn about today? [Ask children to share the answer.] You've gained experience by learning about Building Managers. Now you can color in Building Manager.

## Activity 2 — Flavor Finder

In this game, you are a Food Scientist. Your job is to Remember as you create delicious flavors for Beeples.

- Listen to Beeples as they tell you what kinds of flavors they want in a food.
- Mix the right amount of flavors (savory, sweet, salty, etc.)
- Let Scout try your flavors.
- Send your flavors to the Beeple Scientists to see whether they pass the test!
- What new foods will you unlock?

To play:

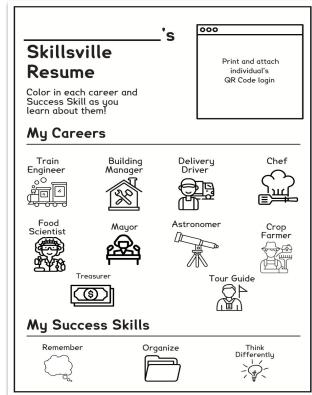
- Plug in your headphones, and log in using your QR code.
- Find the game icon to begin.



*First read the directions on the slide to set the intention for the game. Once you've explained how to play, pass out tablets, headphones, and splitters. Encourage caregivers to use the splitters to play with children.*

## Remember

- Find your **Resume Builder**.
- What **career** did you learn about in the Digital Game?



*Suggested script:* Take out your Resume Builder, and find the career we learned about in our Digital Game. What career did you just learn about? [Ask children to share the answer.] You've gained experience by learning about Food Scientists. Now you can color in Food Scientist.

## Recap

- Today's **Success Skill** was . . .
- The **Strategy** we learned was . . .
- Some of the **careers** we learned about today were . . .



*Ask families to use the sentence frames to answer the questions about what they learned about in today's session.*

## Skillsville To-Go

**SkillsVille™ REMEMBER**

**WHAT WE LEARNED TODAY**  
The Remember Success Skill means "to hold new information in your mind to use when you need it."

We also learned the Listening SkillsVille Strategy.

**USE THE REMEMBER SUCCESS SKILL AT HOME**  
Cut out the cards on the bottom of this page to play a game with a partner. Have one person set down three cards in any order, say the names of the colors on the cards out loud, and then take the cards away. The other partner will remember the reverse order of the cards. For example, if the cards are red, yellow, green, the other partner would say "green, yellow, red." Add more cards each time you play.

**USE THE LISTENING STRATEGY AT HOME**  
Together, close your eyes and listen to all the sounds around you for one minute. After the minute is up, tell each other what you heard.

blue - azul	red - rojo	yellow - amarillo	green - verde
black - negro	orange - naranja	purple - morado	pink - rosa

TWIN CITIES  
 PBS

*Suggested script:* We have some materials for you to take with you to continue practicing the Remember Success Skill and Listening Strategies we learned today. You'll get a Session Handout and an extra copy of Inspect and Sketch. We'll see you back here on [date and time of next session].



# REMEMBER VOLUNTEER HANDOUT

## SUCCESS SKILL

Remember

### THIS MEANS

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

### AMERICAN SIGN LANGUAGE

In Skillsville, we try to do the American Sign Language (ASL) sign every time we say the name of the Success Skill.

Scan the QR code with your phone to see the ASL sign for Remember:



### SKILLSVILLE STRATEGY

Listening

### SCHEDULE

- meal/snack and conversation cards
- presentation
- episode — “Train Engineer”
- Paper Game — Inspect and Sketch
- Digital Game — *Flavor Finder*
- wrap-up
- send take-home materials
- cleanup

### VOLUNTEER CHECKLIST

- Welcome families to the Skillsville Family Program.
- 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.

## PAPER GAME

Inspect and Sketch

### GOAL OF THE GAME

Use the Remember Success Skill to remember what a house looks like.

### WHAT TO GIVE EACH FAMILY

Each player gets something to draw with (pencil, marker, etc.) and a few pieces of scratch paper. Each group gets a set of House Cards and paper large enough to cover House Cards.

## HOW TO PLAY

1. Players put a House Card in the middle of the play area. They will inspect the House Card for 15 seconds.
2. After 15 seconds, cover the House Card with a paper. Each player should take 1 minute to draw as much of the house as they remember. Players can also write details they remember if they aren't comfortable drawing.
3. When the minute is over, flip over the House Card. Each player gets a point for every detail of the house they remembered that was on the House Card.
4. The player with the most points gets to keep the House Card. If there is a tie, players can vote on which person's house looks most like the House Card.
5. The first player to get three House Cards wins!

## DIGITAL GAME

Flavor Finder

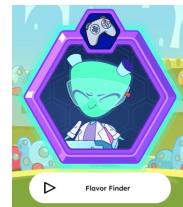
### GOAL OF THE GAME

Use the Remember Success Skill to remember flavors Beeples Food Scientists want to create.

### 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](http://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 Remember 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, tap the Pizza icon and create a pizza flavor for the Beeples.
3. Tap the left and right arrows on the bottom of the screen to go from the lab to the Beeples.



# REMEMBER SESSION AGENDA

## WHAT WE ARE DOING TODAY

### Get settled with our Conversation Cards

Use the provided cards to spark a discussion with your family or neighbors at your table.

### Presentation

Learn about and practice using today's Success Skill, Remember.

### Episode

Watch an early version of our episode "Train Engineer."

### Skillsville Strategy

Watch a video, and practice today's Skillsville Strategy, listening.

### Inspect and Sketch game

Play a hands-on Paper Game where you take on the role of Construction Supervisor.

### Log in to Skillsville

Get ID badges, and log in to the Skillsville Platform on your tablet.

### Play Flavor Finder

Together, use the Remember Success Skill to play a game on your tablets where you are Food Scientists.

### Recap

Review what we learned today.

### Skillsville To-Go

Get your own version of Inspect and Sketch to play at home and a handout to practice using the Remember Success Skill and the listening strategy.



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# REMEMBER CONVERSATION CARD

Take turns asking these questions to the people around you. Mark off the box for every question you get answered.

<p>What is something you did today that made you proud?</p>	<p>What do you think a train engineer might do in their career?</p>	<p>When you're meeting a lot of people, how do you remember their names?</p>
<p>What do you do when you need to remember a lot of things at one time?</p>	<p>What are some sounds that make you calm when you hear them?</p>	<p>Remembering is important in a lot of careers. Can you name some?</p>



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# REMEMBER

## WHAT WE LEARNED TODAY

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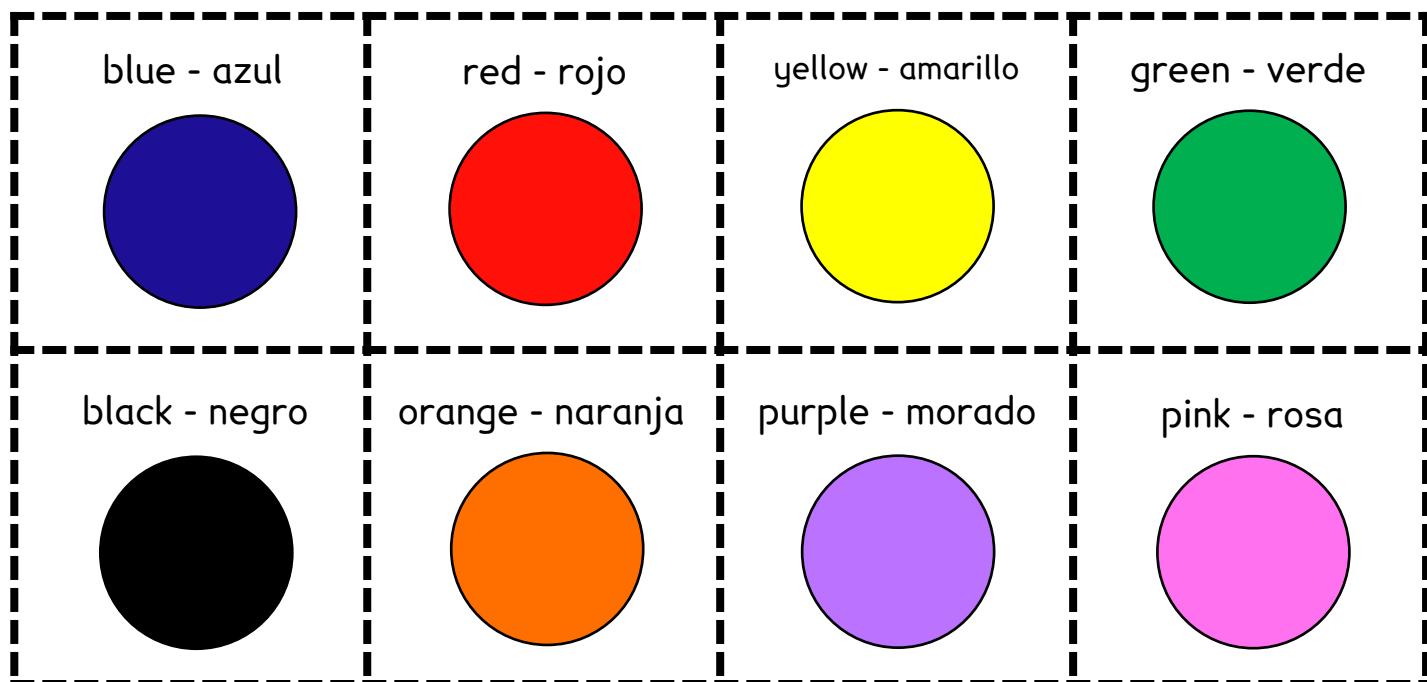
We also learned the Listening Skillsville Strategy.

## USE THE REMEMBER SUCCESS SKILL AT HOME

Cut out the cards on the bottom of this page to play a game with a partner. Have one person set down three cards in any order, say the names of the colors on the cards out loud, and then take the cards away. The other partner will remember the reverse order of the cards. For example, if the cards are red, yellow, green, the other partner would say “green, yellow, red.” Add more cards each time you play.

## USE THE LISTENING STRATEGY AT HOME

Together, close your eyes and listen to all the sounds around you for one minute. After the minute is up, tell each other what you heard.



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