

SKILLSVILLE KICKOFF VOLUNTEER INFORMATION

WHAT WILL FAMILIES DO TODAY

Learn about the *Skillsville* Family Program

WHAT IS SKILLSVILLE?

If you have the time, you can watch a video about Skillsville and the Family Program you are part of by scanning the QR code:



SKILLSVILLE STRATEGY

Breathing

SCHEDULE

- Meal/snack and conversation cards
- Presentation – families learn about Skillsville and a Skillsville Strategy
- Skillsville introduction video
- Paper game – Feeling Faces
- Digital game – Avatar Maker
- Wrap-up
- Send take home materials
- Clean up

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

Feeling Faces

GOAL OF THE GAME

Use the Feel Success Skill to communicate without language

WHAT TO GIVE EACH FAMILY

Each group gets a set of **Face Cards**, an **Emoji Mat**, and a **Map**

HOW TO PLAY

1. After getting their supplies, each group should stack the **Face Cards** in the center of their playing area and place the emoji mat and map where all players can see it.
2. One player will act as the Tour Guide and any other players will act as Tourists.
3. The Tour Guide draws 1 **Face Card** from the deck and looks at it without showing anyone else. Now the Tour Guide will try to convey which **Face Card** they picked to the Tourists without talking, and the Tourists will try to guess correctly.
4. The Tour Guide points to 3 emojis on the **Emoji Mat** to try to get the Tourist to guess the **Face Card** correctly. When the Tourist guesses correctly, the Tour Guide places the **Face Card** into a slot on the **Map**. If the Tourist is wrong, the Tour Guide can point to 1 more emoji on the **Emoji Mat**, and the tourist can try again. The Tourists get 3 guesses.
5. A new player gets to be the Tour Guide when the Tourist guesses correctly or when the Tourist has guessed wrong 3 times.
6. When the **Map** is full, the game is over.

DIGITAL GAME

Avatar Maker

GOAL OF THE GAME

Create an Avatar and learn about new careers

HOW TO LOGIN TO TABLETS AND FIND THE DIGITAL GAME

To log families into their account on the Skillsville Platform:

1. Tap on the Google Chrome Icon on the tablet's homepage or go to bit.ly/Skillsville.
2. Tap on 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. The Avatar Maker will appear when families first login. Children should follow the prompts by typing their name, choosing their appearance, and then selecting activities.

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. If the screen is blank or black, it just means it might need more time. Encourage families to be patient as content loads.
3. Encourage children to explore the Avatar Maker by UNLOCKING new careers.

