



# REMEMBER

## Volunteer Information



### SUCCESS SKILL

Remember

### THIS MEANS

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

### SKILLSVILLE STRATEGY

Playing a Game

### SCHEDULE

- meal/snack and conversation cards
- presentation
- episode – “Train Engineer”
- strategy – Playing a Game
- paper game – “Inspect and Sketch”
- strategy practice – Playing a Game
- digital game – *Flavor Finder*
- wrap-up
- send take-home materials
- cleanup

### VOLUNTEER CHECKLIST

- ☐ Welcome families to the Skillsville Family Program Remember 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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## **PAPER GAME**

Inspect and Sketch

### **GOAL OF THE GAME**

Use the Remember Success Skill to recall broken parts of homes as a Construction Supervisor.

### **WHAT TO GIVE EACH FAMILY**

Make groups of 2 or more players

Each group gets:

- 1 deck of House Cards
- Paper and tools for drawing
- Something to cover the cards

### **HOW TO PLAY**

1. Pick a random House Card and look at it closely for 30 seconds. Pay attention to broken things.
2. Cover the card and draw as much as you can remember for one minute.
3. Flip over the House Card. Earn 1 point for each feature you remembered. The player with the most points wins.

## **DIGITAL GAME**

*Flavor Finder*

### **GOAL OF THE GAME**

Use the Remember Success Skill to test new flavors for Beples as a Flavorist.

### **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](https://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. After selecting a food, players should tap Scout to go to his lab and test out a flavor matching what the Beples want from the main page. Players can tap and drag the foods to the beaker to create flavors. Then they should bring the beaker to Scout.
3. After finding the right flavor with Scout, mix the same combination into the Beaker again and tap the Bepple arrow. Drag that combination to the Beples.
4. Players can tap the green button to test a new food.



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