BEFORE THE SKILLSVILLE PROGRAMMING DAY

TECHNOLOGY

❑ Sanitize headphones.

❑ If this is your first Success Skill session, print new QR codes from the Platform, these will be updated with children's names after they have completed the Avatar Maker.

    ❑ Print Resumes for each child, with a few extra in case more children come.

    ❑ Attach the new QR codes with children's names on to their Resumes. Write children's names on the line provided on the Resumes.

MATERIALS

❑ Print one Remember Session Volunteer Handout per volunteer. Provide prior to the session.

❑ Prepare materials for "Inspect and Sketch" from the *Skillsville* Platform.

    ❑ Print one set of House Cards per family, double-sided and cut.

    ❑ Put sets of cards together (paperclip, zip top bags, envelope, etc.) to pass out easily.

    ❑ Gather other materials: drawing tools, extra paper, something to cover up cards.

THE DAY OF SKILLSVILLE PROGRAMMING

TECHNOLOGY

❑ Make sure all tablets are charged and connected to WIFI for the session.

❑ In the location where you will be leading Skillsville Family Program, open the Google Slides presentation. Test to make sure it works correctly, and content is not blocked by firewalls.

❑ Make sure you have a projector and speakers to share the family presentation and that they work correctly. Play the "Train Engineer" episode and the Play a Game Strategy video from the *Skillsville* Platform to make sure you can hear it over speakers.

MATERIALS

❑ For each family, print one Remember Session Agenda. Place these near the entrance.

❑ For each family, print one Remember Conversation Card. Place these where families will be sitting during their meal/snack.

❑ Have children's Resumes compiled and ready to distribute after the episode.

❑ For each family, print one Skillsville To-Go Remember Session handout. Place these near the exit.

❑ Provide markers/crayons/colored pencils for children to use with their Resumes.