





CONVERSATION CARD



Introduce yourself to other families nearby.

Take turns asking each other questions using the Conversation Card provided.



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

If you wanted to	Have you ever	When you have a
make a bracelet	noticed any	problem, what
but were out of	shapes, patterns,	are some things
string, what could	or pictures in the	you try to do to
you use instead?	stars at night?	solve it?
If you could change one thing about your town/city what would it be?	Imagine you were a chef and could create a new recipe. What would it be?	What do you think it means to "think differently"?



- Take some time to review the last Skillsville Session. Point to the icon and see if families can remember what the Success Skill was. What was the strategy you learned at the last session?
- Ask if they noticed when they were using the Success Skill and Strategy and if they can give an example of when they used it.
- (Heart and head- Feel; Magnifier Focus; List with checkmark Organize; Thinking bubble Remember; Lightbulb Think Differently)





THINK DIFFERENTLY



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

- When we use the Think Differently Success Skill, we use flexible thinking to solve problems. We also learn from what has or hasn't worked before to make changes.
- Examples of the Think Differently Success Skill include: coming home from school and finding something to do before dinnertime, trying a new food even if we don't know how it will taste, solving problems in creative ways

Observe Rae's room. Can you spot any of the ways she used the Think Differently skill to design her room and make it work for her?



- Rae uses a wheelchair so she often uses the Think Differently Success Skill to complete tasks in a way that works best for her. Look at the picture of her room and see if you can spot any of the ways she used the Think Differently skill to design her room and make it work for her!
- Suggestions: she has space around furniture to steer her wheelchair around, she has her coat peg lower so she can reach it easier, handrails on her bed, furniture is in a place where she can reach it, space under her desk where her wheelchair can fit, wheels on her easel so she can move it where she needs it to go
- Encourage children to share ways they can or want to change their space to make it work for them



THINK DIFFERENTLY

- What problems did Cora, Rae, Dev, and Scout solve?
- Why do Chefs need to Think Differently?
- What strategy does Cora use to Think Differently?



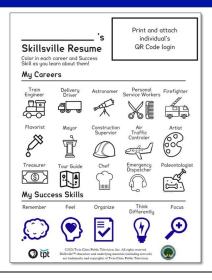
SkillsVille

- 1. Tell families that after they watch today's episode, they'll answer these three questions.
- 2. In the Skillsville Platform, open the Think Differently bundle and play the Chef episode.
- 3. After the episode, ask families the three questions. You might have them turn to their family to share and then offer to have them share out as a whole group.





RESUME BUILDER



- Make sure you have the correct resume
- Identify and color in the career we learned about in today's episode

Talking Points:

- When grown-ups apply for a new career, they usually make something called a resume.
- A resume shows what careers you have experience with and what skills you have that can help you with your careers.

Pass out Resumes making sure that children get the resume builder with their name and correct QR code on it

Try to have children just color in the Chef icon





STRATEGY



Shake, shake, shake it out Shake, shake, let it out Shake, shake, let it out With lots of silly shakes! (Repeat)

- 1. Open the Skillsville Platform to the Think Differently bundle and play the strategy video (pause symbol).
- 2. Have families stand up and do the Silly Shake dance as a group twice encouraging families to give space and use a safe body so they don't hit others

Talking Points:

•After doing something silly like Silly Shakes, we might be more prepared to Think Differently



CHANGING CONSTELLATIONS P LET



Skillsville needs <u>Astronomers</u>.

Use the <u>Think Differently Success Skill</u> to find shapes and patterns in the stars.

HOW TO PLAY

1. Draw

Everyone takes a Constellation sheet.
Pick an Animal Card.
Think Differently to connect the stars with lines and make a new animal constellation.

2. Compare

Show your constellations to other players. Notice how everyone thought differently, even when you had the same animal and stars! Draw and compare 4 times.

ASK YOUR CHILD

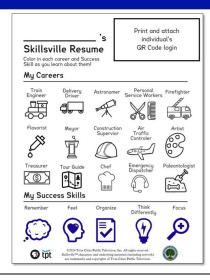
- What is another job that also uses the Think Differently Success Skill?
- Why is it important to use the Think Differently Success Skill when working with people?
- 1. Before passing out the materials, open and play the video for Changing Constellations in the Think Differently bundle for families.
- 2. Then, give each family 1 Star Map and 1 set of Animal Cards. Give each person a set of the Constellation Sheets, cut.
- Families may need reminders to connect the stars on the same constellation sheet for each round. Ask family members to look for the number at the top to help them identify if they're using the same constellation when they are playing.

Have this slide showing and give families 5 – 10 minutes to play.





RESUME BUILDER



- Find your resume
- Identify and color in the career we learned about in today's paper game

Have children take out their resume builders and color in the Astronomer image

Talking Points

 Ask families how an Astronomer might use the Think Differently Success Skill





STRATEGY



Silly Shakes + Freeze When you hear GO, do Silly Shakes

When you hear **FREEZE** stop doing Silly Shakes

- 1. Have families stand in place
- 2. Remind everyone to keep their bodies safe and give space between other people
- 3. Say GO and begin silly shakes
- 4. Say FREEZE and have everyone freeze in place
- 5. Do this about four times

Ask families how doing something silly like Silly Shakes can help you Think Differently



MAKING MAYOR DECISIONS



You are the <u>Mayor</u> of Skillsville!
Use the <u>Think Differently Success Skill</u> to choose new buildings for your city!

HOW TO PLAY

- 1. **Tap the blueprint!** See your choices.
- 2. Make a choice! See what happens.
- 3. **Earn a badge!**Different choices earn different badges.

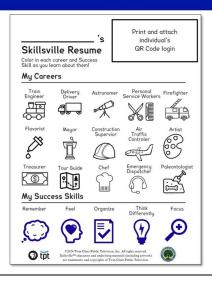
ASK YOUR CHILD

- What badge do you want to earn next?
 How will you earn it?
- Which was the hardest choice to make? Why?
- What choices do you think the mayor of your city makes?
- 1. After explaining the game, pass out a tablet to each family. Each family should get headphones and a splitter so caregivers can also listen to the game.
- 2. To help families log in, have them tap the Google Chrome icon to open the Platform. Then, they can scan their QR code on the resume.
- 3. After families play for 15 20 minutes, give families a two-minute warning before their time is up
- 4. Let families know that while their time is over for now, they'll play more Skillsville games next week.
- 5. Collect tablets and headphones





RESUME BUILDER



- Find your resume
- Identify and color in the career we learned about in today's digital game

Have children color in the Mayor image. Then, have children circle or color in the Think Differently success skill icon.

Talking Points:

- Review the careers children learned about in the day's session
- Ask children and families if they are interested in one or more of the careers and why

Collect resumes after this step and let families know you will pass them back next week.

• If this is families last session, they may keep their resumes.





RECAP



- Today we learned about the <u>Think</u>
 <u>Differently Success Skill</u> and practiced the <u>Silly Shakes</u> strategy.
- We talked about careers like <u>Chef</u>, <u>Astronomer</u>, and <u>Mayor</u>.

- Review what you did today
- Let families know they will get a Skillsville To Go handout on their way out



- Edit the slide in Google Slides to let families know when they should return
- Tell families they can take their copy of Inspect and Sketch as well as a Skillsville To-Go handout on their way out.