

REMEMBER VOLUNTEER INFORMATION

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
- 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

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 back of 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

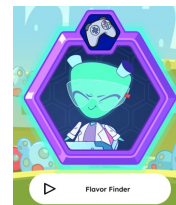
GOAL OF THE GAME

Use the Remember Success Skill to remember flavors Beeples food scientists want to create

HOW TO 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. Open the Remember bundle
6. Scroll through the activities until you find the digital game icon:
7. Tap on 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 on 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.



©2023 Twin Cities Public Television, Inc. All rights reserved. Skillsville (w.t) characters and underlying materials (including artwork) are trademarks and copyrights of Twin Cities Public Television. The PBS KIDS wordmark and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.

The contents of this program were developed under a grant from the U.S. Department of Education (PR U295A200002). However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government.

Funding is provided by a Ready To Learn grant from the U. S. Department of Education.
Career information included in Mashopolis materials was informed by O*Net OnLine job descriptions. All job descriptions and career information is current as of the date of publication.

