



**REMEMBER SESSION**

# CONVERSATION CARD



**Find a seat with your family.**



**Introduce yourself to other families nearby.**



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

**REMEMBER**  
 Conversation Card

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

What is something you did today that made you proud?	What information do you think a Train Engineer might need to remember in their career?	When you're meeting a lot of new people, how do you remember their names?
What would happen if someone forgot something important when building a house, like adding a roof or windows?	What are some of your favorite non-screen games to play?	If you made up a new dance, how would you remember what you did so you could do it again?

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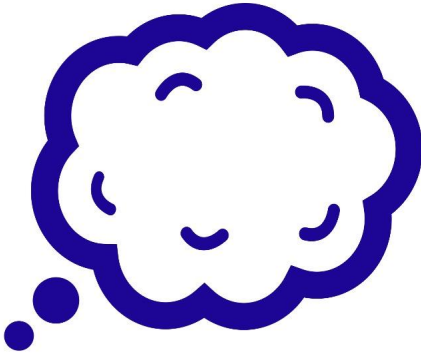
# REVIEW



## Talking Points:

- 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
- (Heart and head- Feel; Magnifier – Focus; List with checkmark - Organize; Thinking bubble – Remember; Lightbulb – Think Differently)

# REMEMBER



- Remember is a Success Skill
- It means “to hold new information in your mind to use when you need it.”

## Talking Points:

- When we use the Remember Success Skill, we’re not just using our memory – we’re using our working memory.
- Working memory is a short term brain function that helps us complete the task at hand.
- When we use working memory, we learn something and then have to use that information to get something done.
- Examples of the Remember Success Skill include: learning instructions to a new game and having to remember them so that you can play the game or when you have to remember to hang your jacket, get your homework out and put away your backpack after school.

# REMEMBER

1. Choose three colors
2. Tell the colors to a table partner
3. Your partner uses the Remember Success Skill to tell those colors back to you, but in reverse

*Example: I say: "Red, Orange, Yellow" You say: "Yellow, Orange, Red."*



## Talking Points:

- Have families use the Remember Success Skill to play a quick game together. They will choose three colors and say them to a partner. The partner will use the Remember Success Skill (working memory) to use that new information and repeat it back in reverse order
- You might do two examples in addition to the one provided.
- Tell families they can try adding more colors with their partner.
- Ask families how it felt to use the remember Success Skill

# REMEMBER

- What problems did Rae solve?
- What might **Train Engineers** need to **Remember**?
- What strategy does Rae use to **Remember**?



1. Tell families that after they watch today's episode, they'll answer these three questions.
2. In the Skillsville Platform, open the Remember bundle and play the Train Engineer 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

's  
**Skillsville Resume**  
 Color in each career and Success  
 Skill as you learn about them!

Print and attach  
 individual's  
 QR Code login

**My Careers**

Train Engineer 	Delivery Driver 	Astronomer 	Personal Service Workers 	Firefighter 
Flavorist 	Mayor 	Construction Supervisor 	Air Traffic Controller 	Artist 
Treasurer 	Tour Guide 	Chef 	Emergency Dispatcher 	Paleontologist 

**My Success Skills**

Remember 	Feel 	Organize 	Think Differently 	Focus 
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- 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 Train Engineer icon



# STRATEGY



1. Listen to Voice of Game as they give directions.
2. Only do the action if they say "Voice of Game says."

How could this game help you **Remember?**

1. Open the Skillsville Platform to the Remember bundle and play the strategy video (pause symbol).
2. Play "Voice of Game" says for 1 – 2 minutes after watching the strategy video. This game has the same rules as Simon Says but saying "Voice of Game" instead of Simon





# INSPECT AND SKETCH

Skillsville needs Construction Supervisors.  
Use the Remember Success Skill to look for things  
on buildings that are broken or need to be fixed.



## HOW TO PLAY

### 1. Inspect

Choose a House Card and look at it for 30 seconds. Pay special attention to things that are broken.

### 2. Sketch

Cover the House Card, then draw what you **Remember**. Draw for 1 minute.

After 1 minute, flip the House Card over. Earn 1 point for each feature you **Remembered** to draw.

## ASK YOUR CHILD

- What is another job that also uses the Remember Success Skill?
- Why is it important to use the Remember Success Skill when working with people?

1. Before passing out the materials, open and play the video for Inspect and Sketch in the Remember bundle for families.
2. Then, give each family 1 deck of house cards (double-sided), something to cover their cards with, paper to draw their houses on, and drawing tools.
3. Have this slide showing and give families 5 – 10 minutes to play.

# RESUME BUILDER

's  
**Skillsville Resume**  
 Color in each career and Success Skill as you learn about them!

Print and attach individual's QR Code login

**My Careers**

Train Engineer	Delivery Driver	Astronomer	Personal Service Workers	Firefighter
Flavorist	Mayor	Construction Supervisor	Air Traffic Controller	Artist
Treasurer	Tour Guide	Chef	Emergency Dispatcher	Paleontologist

**My Success Skills**

Remember	Feel	Organize	Think Differently	Focus
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- 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 Construction Supervisor image

## Talking Points

- Ask children how a Construction Supervisor might use the Remember Success Skill

# PLAY A GAME STRATEGY

## BEEPLE BEATS

1. Gather in a circle.
2. Leader says:  
"Can you repeat my Beeple Beat?" and makes a short rhythm with their body (snap, clap, stomp...).
3. Group says:  
"BEEP BEEP! We can repeat your Beeple Beat!"  
Group copies the rhythm the first player made.
4. All players say:  
"BEEP BEEP BEEP!"
5. Repeat with the next person as the leader.



### Talking Points:

Play a new game with families before the next activity

1. Have families gather in a large circle (if this takes too much time to gather families, it could also be done seated)
2. Have one of the educators begin by saying "Can you repeat my Beeple Beat?" then makes a four-beat rhythm with their body by snapping, clapping, or stomping.
3. The group will respond with "BEEP BEEP We can repeat your Beeple Beat." and repeat the rhythm back.
4. You can go around the circle until everyone has a turn
5. You could add in extra body movements to make longer rhythms – challenging that Remember Success Skill.
6. Ask families how this game could help us when we want to use the Remember Success Skill

If you have a very shy group, you could modify this by:

- Having the educator(s) leading the whole time and do 5 – 6 rounds instead of the whole group having turns to be leaders
- Splitting into two smaller groups

- Having families do this together



# FLAVOR FINDER



You are a Flavorist!

Use the Remember Success Skill to  
test combinations, and feed the Beples!

## HOW TO PLAY

1. **Check the goal!**  
The Beples want flavors.
2. **Combine ingredients!**  
Add foods to the beaker.
3. **Feed Scout and the Beples!**  
Remember what you already tested, and try again!

## ASK YOUR CHILD

- What ingredients make the food sour? What sour ingredients could you add to the game?
- What's the hardest thing to **Remember**?
- Can you think of anything you eat that a **Flavorist** might have made?

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

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**Skillsville Resume**  
 Color in each career and Success Skill as you learn about them!

Print and attach individual's QR Code login

**My Careers**

Train Engineer	Delivery Driver	Astronomer	Personal Service Workers	Firefighter
Flavorist	Mayor	Construction Supervisor	Air Traffic Controller	Artist
Treasurer	Tour Guide	Chef	Emergency Dispatcher	Paleontologist

**My Success Skills**

Remember	Feel	Organize	Think Differently	Focus
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- Find your resume
- Identify and color in the career we learned about in today's digital game

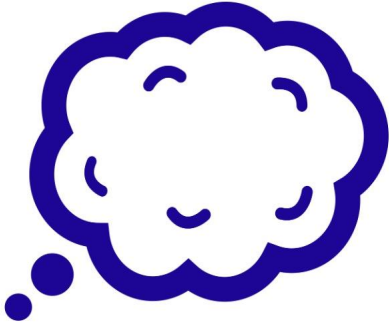
Have children color in the Food Scientist image. Then, have children circle or color in the Remember success skill icon.

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 **Remember Success Skill** and practiced the **Playing a Game** strategy.
- We talked about careers like **Train Engineer**, **Construction Supervisor**, and **Flavorist**.

## Talking Points:

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



# JOIN US AGAIN NEXT TIME

## HOW TO

Pick a random house and look at it for 30 seconds. Pay special attention to details that are broken, as well as as much as you can.

Cover the card, then what you Remembered. Only draw for 1 minute. doesn't need to be perfect.

## CONSTRUCTION

Flip over the house card. Earn 1 point for each you Remembered. The player with the most points wins!



## REMEMBER Skillsville To-Go

### WHAT WE LEARNED TODAY

The **Remember Success Skill** means "hold new information in your mind to use when you need it."

The strategy we practiced was **Playing a Game**.

Some careers we learned about were **Train Engineer, Construction Supervisor, and Carpenter**.

### USE THE REMEMBER SUCCESS SKILL AT HOME

Practice using the **Remember Success Skill** by playing one of the games from today's session with family or friends.

### BEEPLE BEATS

1. Gather 2 or more players.
2. Player 1 says: "Can you repeat my Beepie Beat?"
3. Player 1 makes a short 2 - 5 beat rhythm with their body.
4. Player 2/group says: "BEEP BEEP I/we can repeat your Beepie Beat!"
5. Player 2/group repeats the rhythm the first player made.
6. All players say "BEEP BEEP BEEP!"
7. The next leader takes over by saying "Can you repeat my Beepie Beat?"

Add more snaps, claps, or other movements to your rhythm for an extra challenge. The more movements you have in a rhythm, the more you are using the **Remember Success Skill**!

### USE THE PLAYING A GAME STRATEGY

Play a game with a family member or friend.

1. Find a family member or friend to be your partner.
2. Take turns telling each other the names of three animals. Example: "Dog, cat, bird".
3. After one person says three colors, the other person repeats them back in reverse. "Bird, cat, dog."
4. Add more animal names each round. The more animal names you add, the more you challenge yourself to use the **Remember Success Skill**.



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LATER, GAMERS!



Edit the slide in Google Slides to let families know when they should return  
Talking points:

- Tell families they can take their copy of Inspect and Sketch as well as a Skillsville To-Go handout on their way out.