

Team Ray's Red Hots

Storyboard Assignment

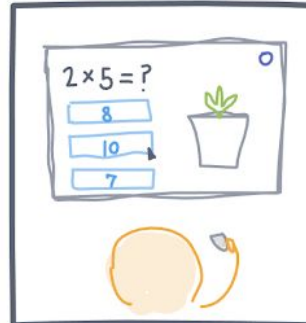
Scenario: Destiny Sketch: GrowTogether



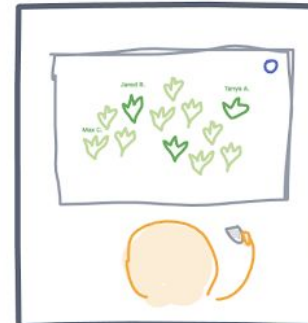
1. Destiny is a 6-year-old, currently engaging in virtual-first grade from home. She likes learning, but is easily distracted and misses being able to play and socialize with her friends.



2. Her teacher conducts lessons primarily through Google Classroom, but the school has just incorporated a new online-learning tool, where she can practice concepts in a gameful environment alongside her peers.



3. The teacher directs the students to the link to open the application, and Destiny begins an online multiplication activity. She notices a little plant avatar on the side that grows each time she answers a question correctly.



4. At the end of the activity, the teacher directs students to a circle icon on the interface. Destiny clicks and is brought to a page with a beautiful garden. She sees the same plant she saw during her exercise and some of her classmates' names above other plants.



5. The teacher explains that this garden is a virtual representation of their classroom, and each time students perform well on activities, their plant will grow. She explains that together, they can make a big beautiful garden. Destiny feels a sense of belonging and community.

Scenario: Ethan Sketch: Mindful Buddy



1. Ethan - a 10 year old 4th grade student, in a hybrid COVID learning environment - has a hard time staying focused, asking for help, and connecting with classmates.



2. Ethan checks into class at 8am, turns on his Mindful Buddy, and receives a stress-relieving light and inspiring message for the day.



3. Ethan's Mindful Buddy changes colors to signify break time, and encourages him to get up and move!



4. When break is over, Ethan's Mindful Buddy light changes back to the original color, and alerts him class is starting again.



5. Ethan is lost during a class explanation of long division; he clicks the "help" button on his mindful buddy to - confidentially - alert his teacher to spend more time explaining.



6. Ethan's teacher sees that someone clicked "help" on their Mindful Buddy, explains the concept further, and knows to check in later with Ethan to see if he gets the concept.



7. At the end of the school day, Ethan now feels more supported by his teacher, encouraged through inspiring / mindful messages, and has moved more thanks to break reminders!