

Skillsville™



Launch Skillsville: Help K–2 Students Learn About Careers

Momo Hayakawa, Ph.D., Twin Cities PBS

Jennifer Curry, Ph.D., NCC, Louisiana State University



Learning Objectives

After viewing this webinar you will be able to:

1. Articulate the purpose of the Skillsville program
2. Describe the research foundation of Skillsville
3. Define how to access next steps for implementing the Skillsville program at your school





Introduction



TWIN
CITIES
PBS

- Funded by the US Department of Education, *Ready to Learn* grant
- Designed for children in grades K–2nd
- Interactive media content including:
 - a new television series on PBS KIDS
 - digital and analog games
 - ebooks
 - virtual field trips
 - hands-on activities (e.g. role play)

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Understanding Our Audience



What skills are important for your child's success?

What coping skills do you and your child use in relation to EF skills?

How often do you talk about careers with your child?

What careers are your kids interested in?

What careers are important for your child to learn about?

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Television Series Goal



To provide viewers with a toolkit of strategies to enhance their Executive Function skills, setting them up for success now and in their future careers.

Skillsville Curriculum

Executive
Function
Skills

Self-
Regulation
Strategies

Career
Exploration

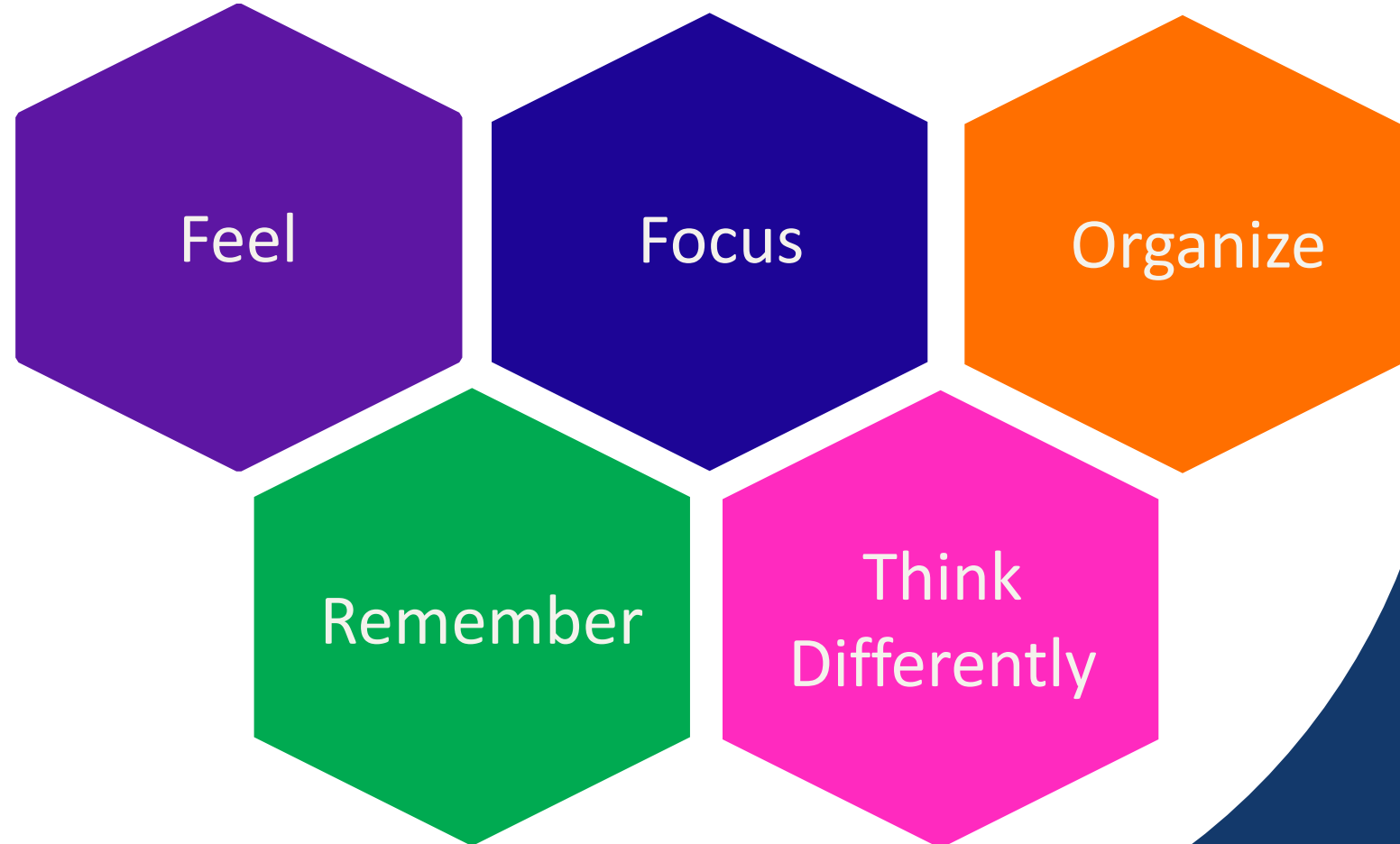


Executive Function Skills

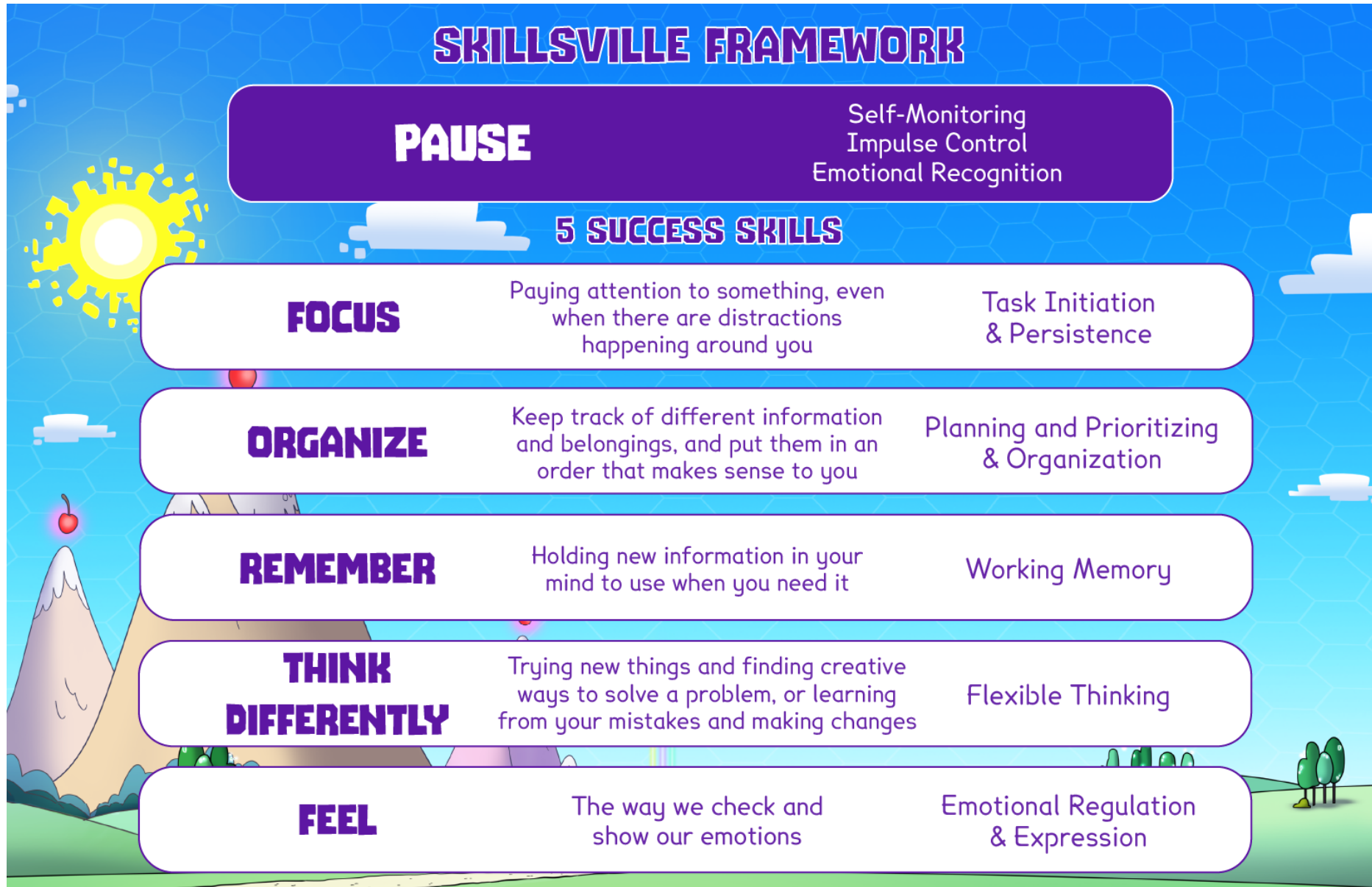
What are they?

A set of mental skills that our brain depends on every day to help us learn, work, and manage activities of daily living.

EF skills are the foundational pillar of the *Skillsville* curriculum.



Executive Function Skills



Self-Regulation Strategies



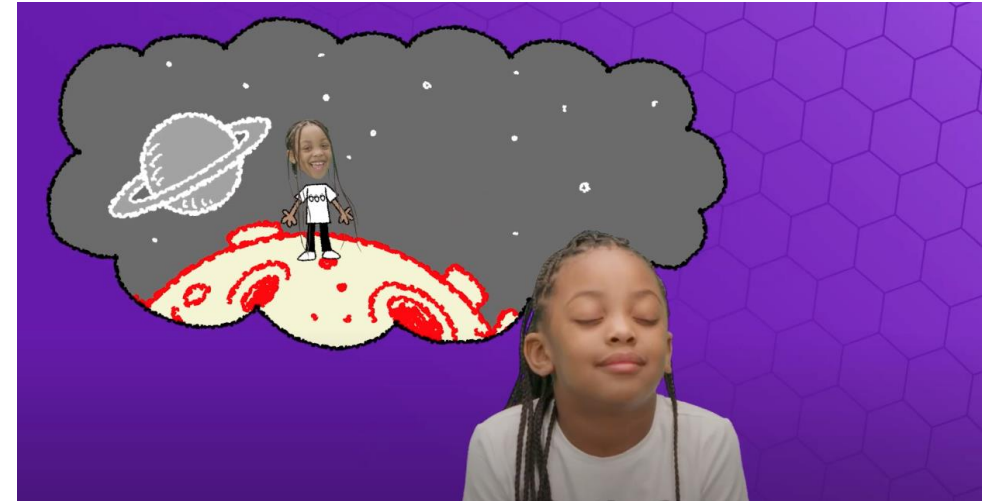
What are they?

Tools and techniques that help achieve calmness and concentration.

Why are they important?

Strategies are used to prime the brain to effectively use EF skills.

The effectiveness of specific strategies is different for everyone.



Career Exploration



Arts & Technology



Building



Business



Computer



Farming & Nature



Government



Health



Helping



Law & Safety



Materials



Money



Sales



STEM



Teaching & Learning



Transportation



Travel & Service

Why EF Skills and Careers?



- These skills lay the groundwork for future career success. Executive functioning increases children's future workforce potential because they are better at organizing and problem solving, in addition to their increased ability to deal with unexpected changes.
- All EF skills are used in every career! Strategies help support both children and career professionals' executive function skills.



Standards Alignment



Children use the **Think Differently** Success Skill to be an Interior Designer. Children will create their own diorama of a grocery store and **Think Differently** to add creative materials.

Skillsville Objectives:

- Executive Function
 - Identify foundational executive function skills by naming and explaining what they are and they are helpful.
 - Identify how and why executive functioning skills (Success Skills) are important for success every career.
 - Understand how the same executive functioning skills (Success Skills) are used in different careers by matching specific skills to a variety of career descriptions.
- Careers
 - Be able to define and understand what a career is.
 - Become aware of a multitude of new, diverse careers, name and describe more careers, and recognize various career professionals.
 - Increase understanding of how careers help their community by identifying how careers help their community function.

Common Core Standards:

- CCSS.ELA-LITERACY.SL.1.5
Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, feelings

ASCA Mindsets and Behaviors:

- B-LS 1.
Critical thinking skills to make informed decisions
- B-LS 2.
Creative approach to learning, tasks and problem solving
- B-SMS 3.
Independent work
- B-SMS 10.
Ability to manage transitions and adapt to change

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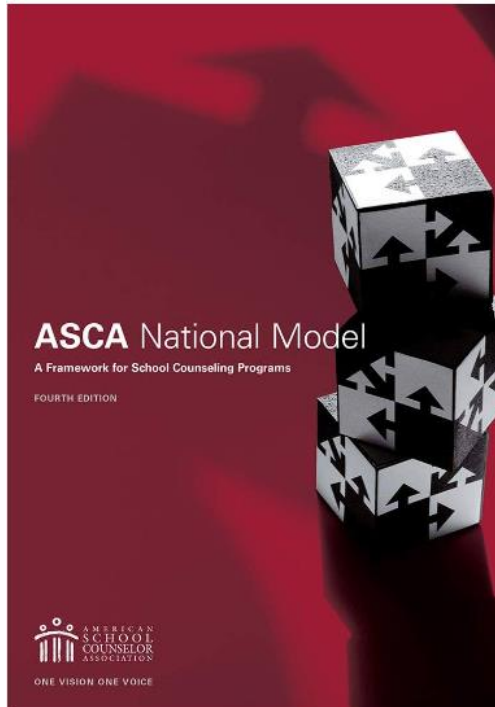
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ASCA Alignment: Skillville and School Counseling



THE ASCA NATIONAL MODEL (2019)



- ASCA National Model (2019) (4th ed.), promotes equitable service for all students through a thoughtfully implemented K-12 comprehensive school counseling program
- Three domains of student competence are developed throughout the K-12 school counseling program (Career, Academic, and Social-Emotional)
- The program is primarily preventive rather than reactive
- Program development is data-driven, standards-based, and learning outcomes are measured to determine the efficacy of program activities
- School counselors are encouraged to use evidence-based curriculum (such as Skillville)

ASCA Alignment

- Students in K-2 can realistically understand a career
- Like all learning, career education is sequential and developmental; therefore, competencies build over time
- Students in K-2 can effectively learn about community helpers, develop career language, understand tools of the trade, career clothing, and occupational spaces
- Young children enjoy learning about the world of work and it makes daily academic learning more meaningful when careers and education are connected

(Curry & Milsom, 2021)

IMPETUS FOR EARLY CAREER DEVELOPMENT



ASCA Alignment

SKILLSVILLE AND SCHOOL COUNSELING

EXAMPLE: Skillsville Strategy Videos align with...

- Common Core English Language Arts/Literacy State Standards
 - CCSS.ELA-LITERACY.SL.2: Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.
- American School Counselor Association Student Standards: Mindsets & Behaviors for Student Success
 - ASCA Mindset & Behaviors B-SMS 7: Effective coping skills.

Skillsville supports:

- National learning goals for Kindergarten– 2nd grade students
- Clear and consistent learning
- Higher-order thinking skills
- Mindsets and abilities students need for academic and social-emotional success

The Skillsville Program

- Each learning unit contains five activities
 - A combination of digital (videos, online games, eBooks, virtual field trips) and hands-on activities (paper games, role play activities)
- Most activities take 15- 30 minutes.
- Learning is organized by career cluster. In each learning unit children will learn about a set of related careers.

Types of Content

EVERY CAREER BUNDLE INCLUDES:

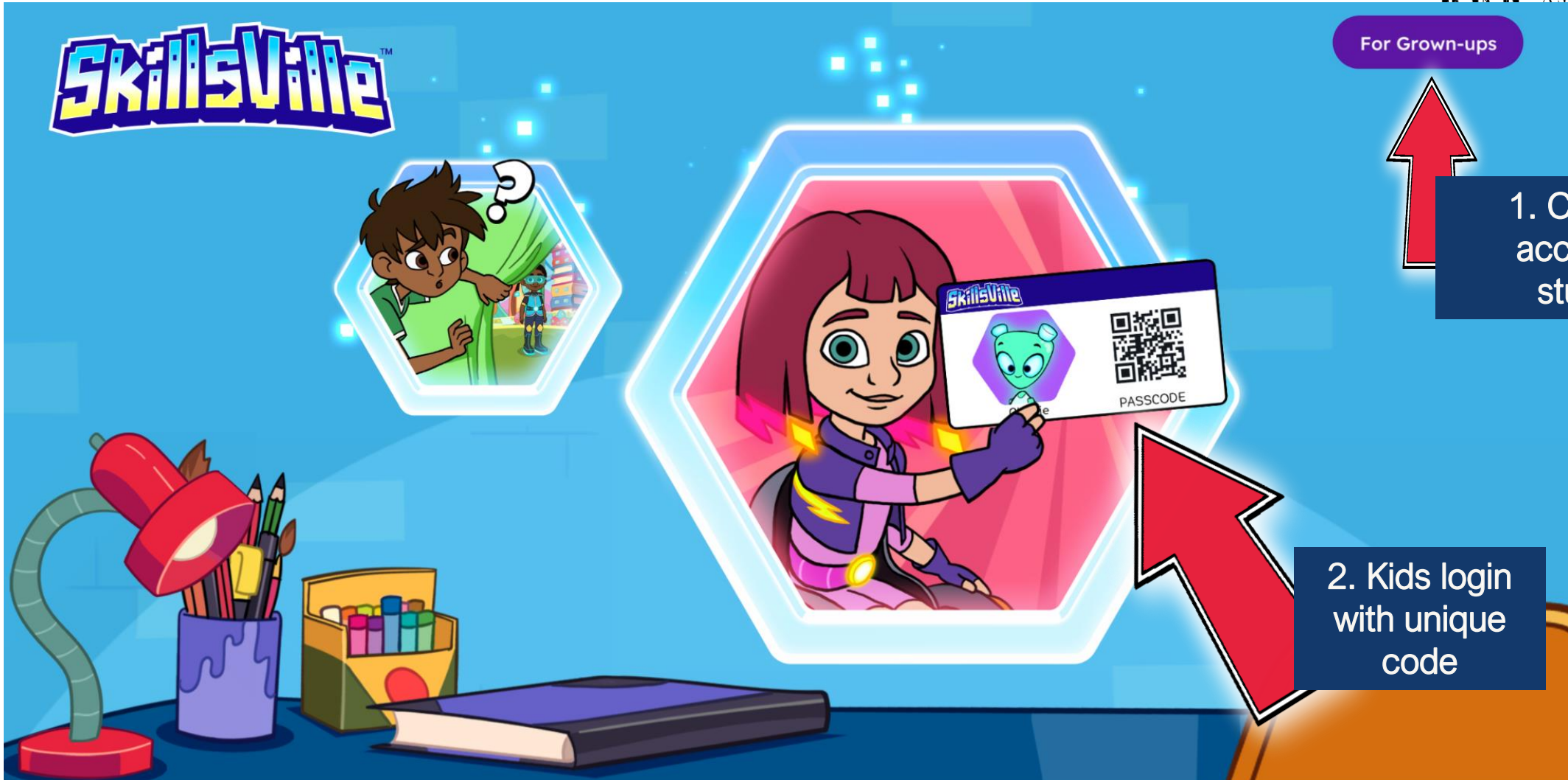
- 11 minute Skillsville episode
- Role-play activity
- 3 minute Self-regulation strategy video
- Digital game or paper game



1 of the following:

- eBook
- Virtual Field Trip
- Career match-up activity

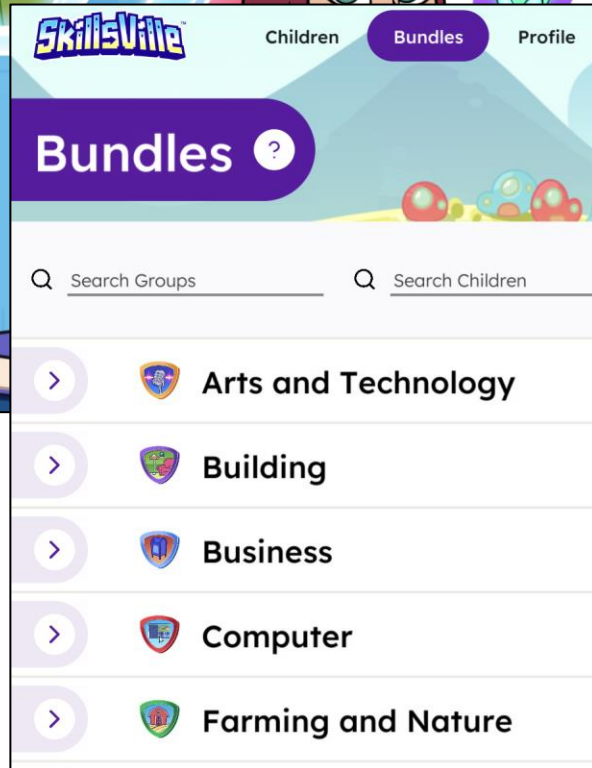
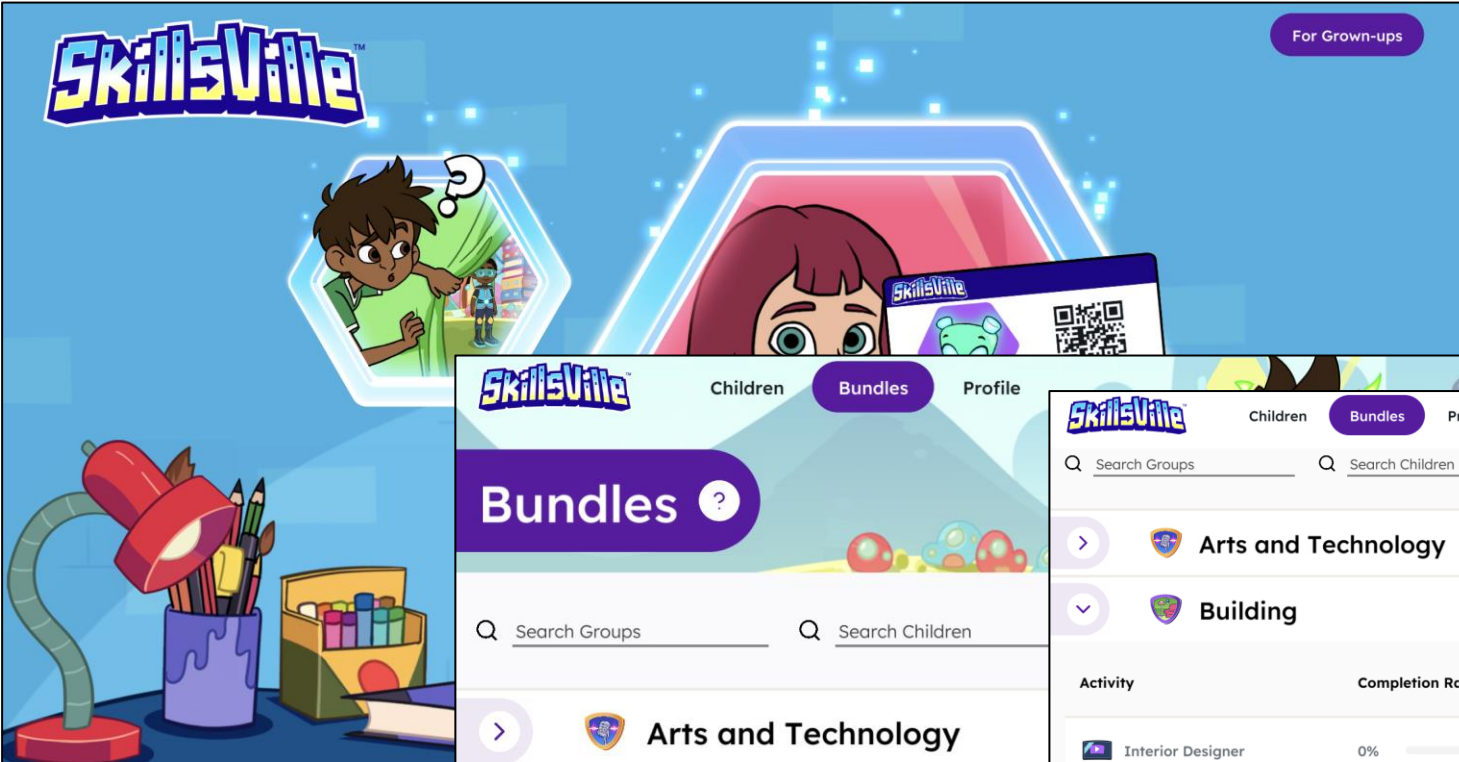
Each activity takes about 15-30 minutes



The image shows a digital interface for Skillville. At the top left is the Skillville logo. Below it, a boy is shown in a hexagonal frame with a question mark above him. In the center, a girl is shown in a larger hexagonal frame holding a tablet. The tablet displays the Skillville logo, a QR code, and the word 'PASSCODE'. To the right of the girl's frame is a red arrow pointing up towards a purple button labeled 'For Grown-ups'. Below the girl's frame is another red arrow pointing up towards a dark blue box containing the text '1. Create an account for students'. In the bottom right corner, another red arrow points up towards a dark blue box containing the text '2. Kids login with unique code'. The background is blue with a desk lamp, pencil holder, and book in the foreground.

1. Create an account for students

2. Kids login with unique code

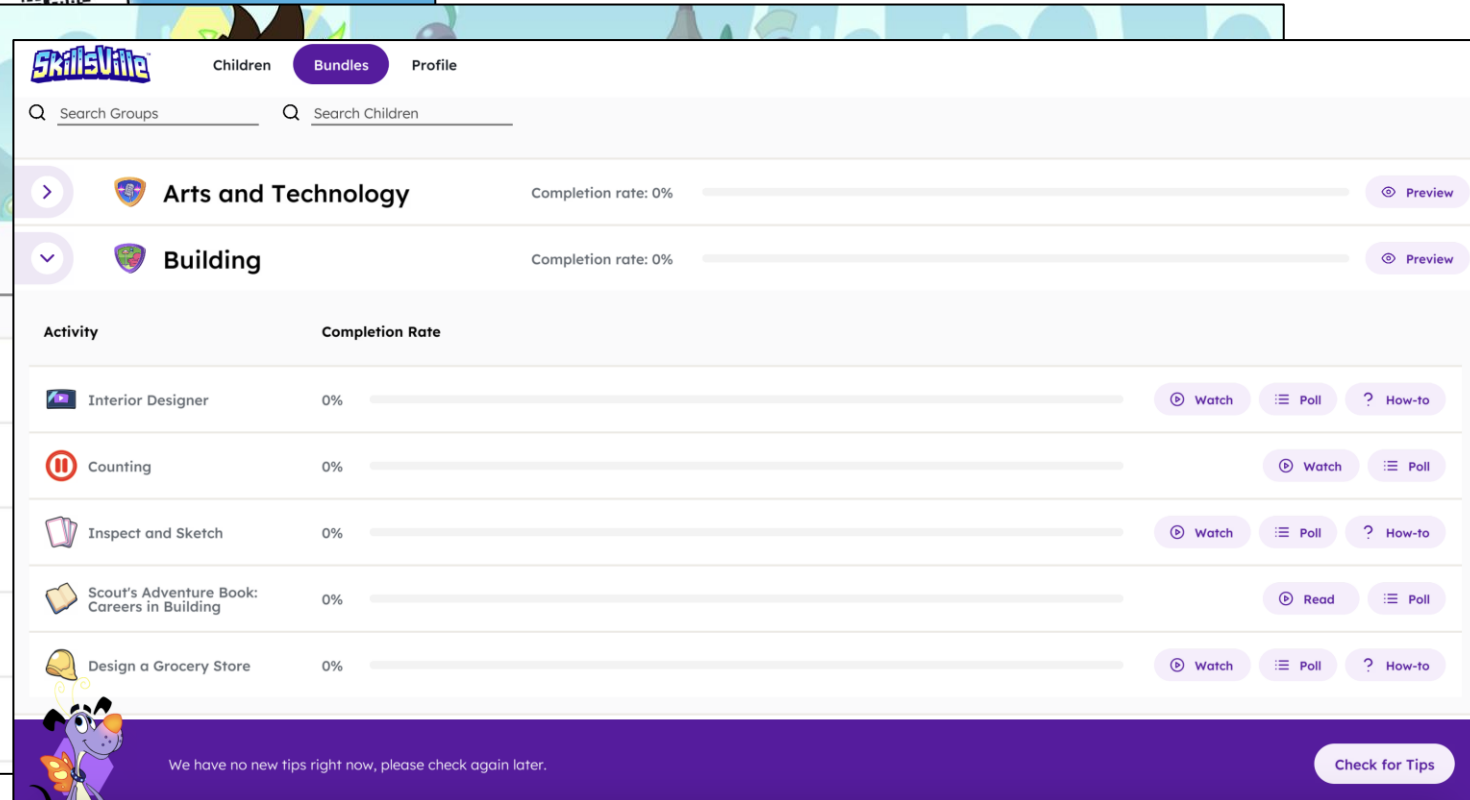


SkillsVille Children Bundles Profile

Bundles ?

Search Groups Search Children

- > Arts and Technology
- > Building
- > Business
- > Computer
- > Farming and Nature



SkillsVille Children Bundles Profile

Search Groups Search Children

- > Arts and Technology Completion rate: 0% [Preview](#)
- > Building Completion rate: 0% [Preview](#)

Activity	Completion Rate	
Interior Designer	0%	Watch Poll How-to
Counting	0%	Watch Poll
Inspect and Sketch	0%	Watch Poll How-to
Scout's Adventure Book: Careers in Building	0%	Read Poll
Design a Grocery Store	0%	Watch Poll How-to

We have no new tips right now, please check again later. [Check for Tips](#)



 Building

 Buildings



Skillsville episode

- Skillsville is an animated show, set in a game world of the same name.
- Skillsville is a role-playing game, where our players get to manage their own virtual city.
- By doing different jobs, the players help keep Skillsville running smoothly.



Anatomy of an episode




- Job needs to be done
- Play a career challenge that uses a particular EF skill
- When they struggle, they take a PAUSE in the game to find a strategy to help them
- Employ the strategy and win the game
- Earn a career badge

Episode co-viewing




“[The videos were well received, allowing [the children] to understand the challenges faced by the characters and the significance of [strategies]. The [children] even came up with solutions to the characters' predicaments, showing their comprehension and enthusiasm for the material.”


- Educator





CHEF


CO-VIEWING GUIDE



 **Career Cluster**
Travel and Service

 **Success Skill**
Think Differently



 **Estimated Activity Time**
10 mins

 **Group Size**
Individuals, Pairs, or Group

Objective
Children will engage with educator/caregiver after watching a storybook to support comprehension of storyline and embedded curriculum.

Story Summary
Cora takes on the job of Chef in Skillsville, but keeps running out of the ingredients she needs to make lunch for some hungry Bleeples. As Chef, Cora learns that the key to success is to be able to **Think Differently**, to make new recipes.

Story Take-Away Message
You can practice the strategy "Talk it Through" to help you **Think Differently**.

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Discuss

- What problems did Cora, Rae, Dev, and Scout solve?

Potential Responses:
[The children kept running out of the ingredients they needed to make lunch for the hungry Bleeples.]

[When they ran out of peanut butter, they smashed peanuts to make more.]

[When they ran out of jelly, they used bananas.]

[When they ran out of bread, they made smoothies.]
- Why do Chefs need to **Think Differently**?
- What strategy does Cora use to help her **Think Differently**?



Potential Responses:
[Cora uses "Talk it Through".]

[Cora, Dev, and Rae talk about different ways to complete the challenge.]

[Cora pauses.]


Additional Questions

- Is there a time when you might need to use the strategy, talk it through?
- What other strategy could Cora use to **Think Differently** and make new recipes?





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Role plays



FIXER UPPER! ROLE-PLAY



Use the Remember Success Skill to build a car.

 Career Cluster Transportation	 Success Skill Remember
 Estimated Activity Time 30 – 40 mins	 Group Size Individuals, Pairs, or Group

Prepare ahead of time

Note: Steps 1–7 of this activity are suggested for kindergartners; Steps 1–12 are suggested for first and second graders.



- Print materials
- Cut out **Car Parts** pictures so that each child has enough to build a car.

Materials

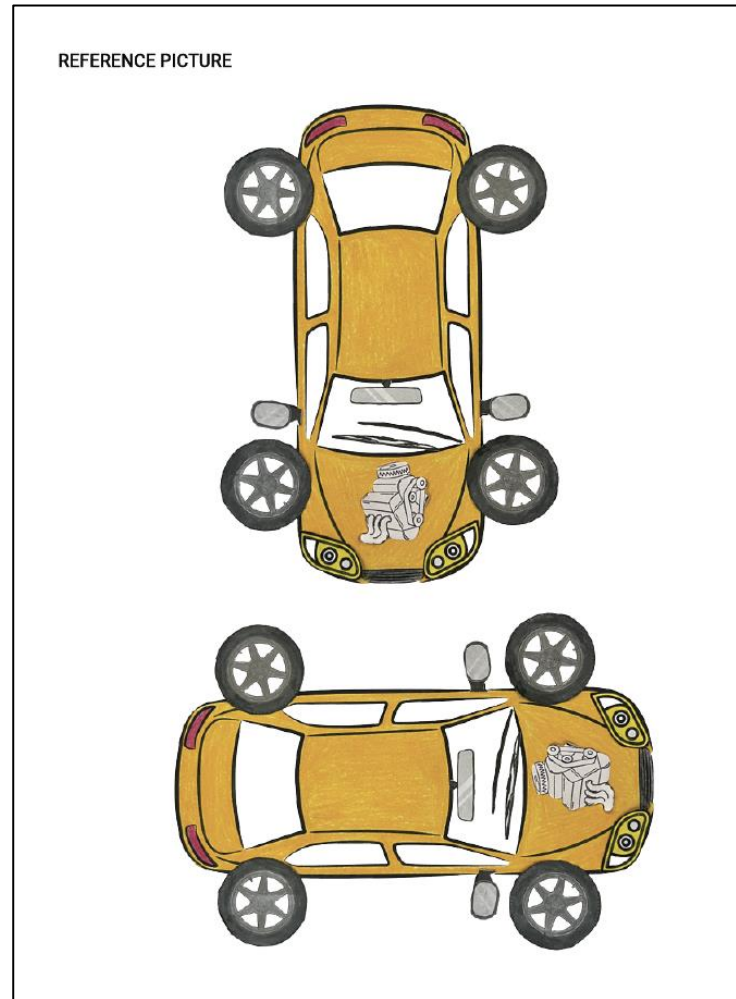
- **Car Outline** (1 printout per child or group)
- **Car Parts** (1 printout per child or group)
 - For kindergartners, print one for every 2–3 children.
 - For first and second graders, print one for every child.
- **Reference Picture** (1 printout for educator)
- Paper
- Scissors
- Glue
- Crayons, markers, or colored pencils

Remember ASL Sign:

Each time you say **Remember** in this activity, please do the ASL sign: Make two fists with your thumbs up. Place both hands in front of your chest. Take your non-writing hand's thumb to your forehead. Then bring it down to touch your writing hand's thumb twice.



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"...the activity really got you to think about what you need to solve a problem, right? You may not just need one thing. You may need a combination, right? This is how people work together. This is why this is so important."

- Elementary Educator

Example games



Paper games

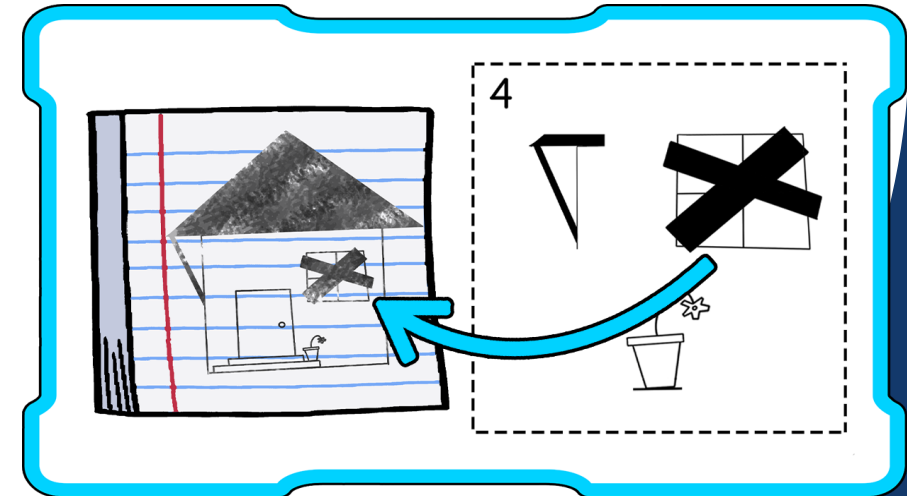


Digital games

Game: Inspect and Sketch



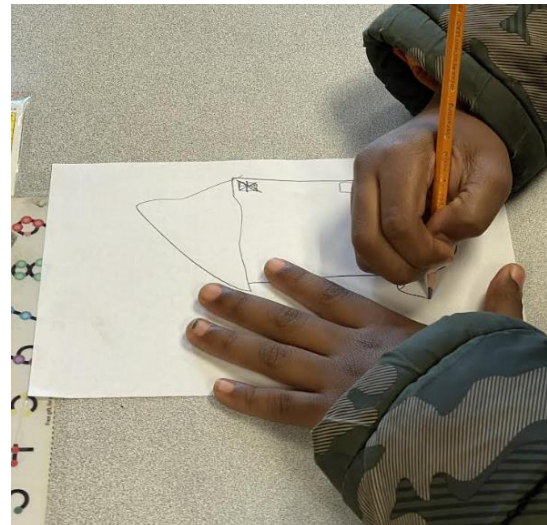
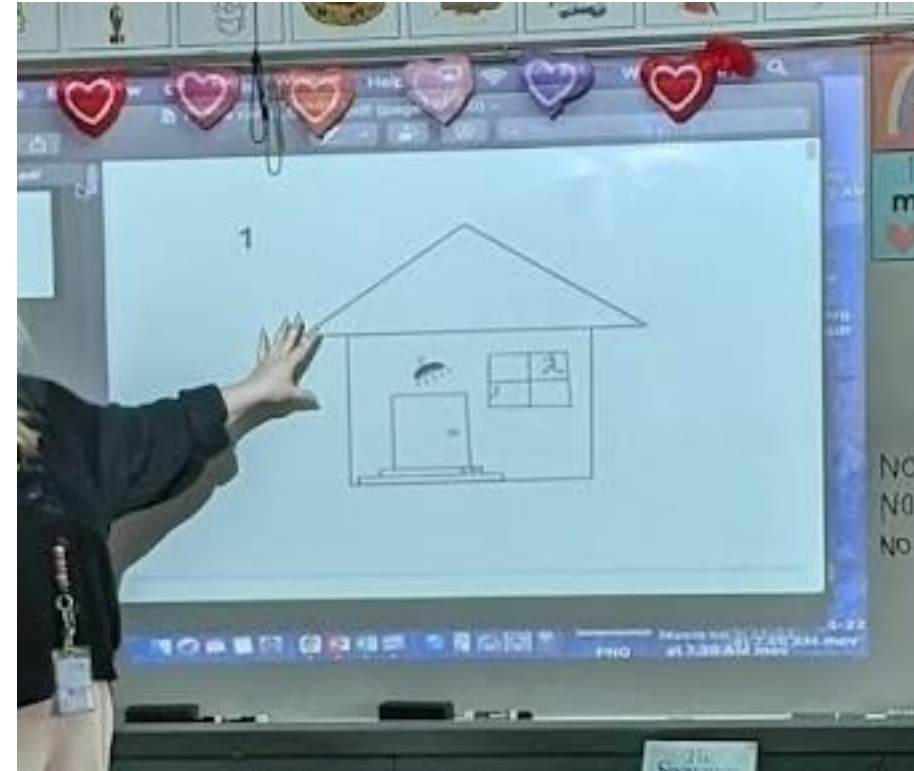
- Players get to be Construction Supervisors.
- They'll inspect buildings to make sure they're safe.
- Players inspect a house for a short period of time. Then, they draw the house from memory!
- Players compare their drawings and earn points for each broken part of the house they remembered to draw.
- To earn the most points and win the game, players will have to Remember!



Game: Inspect and Sketch

Features

- Fast gameplay with instant feedback
- Scalable
- Encourages recording and sharing information without language



Game: Flavor Finder



- Players get to be a Flavorist in Skillsville.
- They add the flavors the Bleeples want to their food.
- Players add ingredient combinations to a beaker while remembering what flavors each component adds.
- When they find the right combination, players will need to remember their recipe and remake it for the Bleeples.
- To win players will need to Remember lots of ingredient combinations and flavors!



Virtual Field Trip

Features

- Ties abstract concepts like
- “What does a bike mechanic do?” to real-world locations.
- 5-6 360° to immerse users in the real-world locations being covered.



eBooks



Features

- More adventures in Skillsville!
- Introduces career vocabulary
- Additional examples of EF skills in action

Scout's Adventure Book: Careers in Government



On the flight deck, Captain Seema and Scout meet the FLIGHT DECK OFFICER. They're in charge of everyone who works on the flight deck, and make sure work is done safely and quickly.



Scout's Strategy Videos



Delivery can fit your needs



Whole classroom:
Direct instruction and
interactive learning

or



Small groups:
Direct instruction or
independent learning

Launch Skillsville!



To launch Skillsville at your school:

1. Learn how to create a free account:
<https://skillsville.org/training/childrens-program>
2. To become a partner, email us at:
skillsville@tpt.org



Mini-grants



Benefits

- Virtual training provided by Twin Cities PBS as well as ongoing professional development and support.
- Support stipend + tablets (*mini-grants are limited).
- Early access to Skillsville updates.

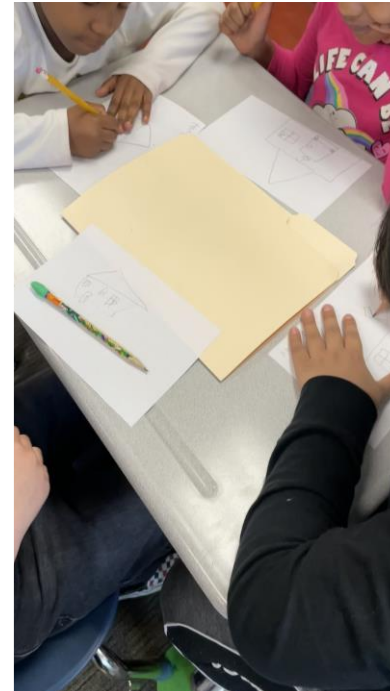
Expectations

- Run the program with K-2nd graders with at least 5 career bundles (16 bundles available)
- Grant duration is 1 year
- Serve children from economically disadvantaged communities
- 50% of students served or school demographic must identify as low-income

Key Take-Aways



- Skillsville is a free program that exposes children to a variety of careers that require varying levels of education, skills, and interests.
- Skillsville is grounded in evidence-based child development research and uses executive function skills and self-regulation strategies as foundational skills for career readiness.
- Skillsville includes interactive digital and analog content, packaged in a flexible format for whole group and small group use.





Questions?
Email us at
skillsville@tpt.org

Thank You!

Momo Hayakawa, Ph.D.
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