



Storyline Interactive Storyboard Template

Title (50-chars)	Activity Title Here
Learning Objectives (for guidance, not display)	<p><i>Include learning objectives that explain what youth will know and be able to do when they finish this module. In addition to outlining the learning objectives here, it is recommended to incorporate them into the beginning of the storyboard.</i></p> <p>After this activity, you will be able to:</p> <ul style="list-style-type: none"> • This • That • The other thing
About the activity	<i>2-3 lines that succinctly describe this activity and make it appealing to youth.</i>
Grade(s)	Pre-K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
Topic(s)	Agriscience, Animal Science, Biology, Career Exploration, Chemistry, College Readiness, Civic Engagement, Computer Science, Cooking & Baking, Creative Arts, Emotional Wellness, Engineering, Environmental Science, Gardening, Healthy Living, Personal Finance, Physics, Robotics, STEM
Estimated time	15mins, 30mins, 45mins, 60mins, 90mins, 2hrs, 4hrs, 1day, 2days
Attribution	Brought to you by <i>[sponsor/partner/LGU]</i>
Supplies	<p>These simple supplies are all you'll need for this activity:</p> <ul style="list-style-type: none"> • List • of • supplies

Support for instructional designers to align the Storyline or animation activity with the 4-H Positive Youth Development rubric:

- Each 4-H activity must align with the **four required 4-H Positive Youth Development indicators of the 4-H Positive Youth Development rubric.**
- Several of the required indicators (and some of the optional indicators) naturally fit in-person or hybrid learning experiences better than online-only learning experiences.
- Therefore, it is anticipated that instructional designers may struggle with how to design for and align with the four required 4-H Positive Youth Development indicators when creating Storyline or animation activities.



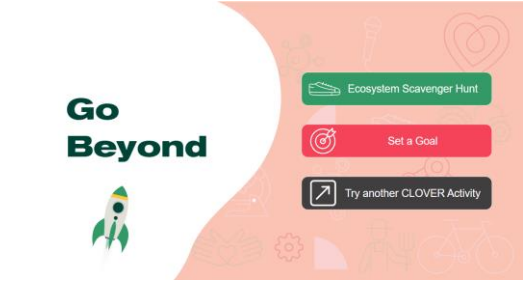
- The storyboard template below is intended to support designers through this design challenge by creating a framework for a **hybrid learning experience**.
- This template is not intended to replace the 4-H Positive Youth Development rubric but to be a companion to it. Design with the 4-H Positive Youth Development rubric in hand.
- Although only a **suggested approach**, this template allows the Storyline module or animation to teach the content in a typical eLearning fashion and then transition into the hybrid learning activities at the end via the **choice board**.
- The goal of the choice board approach is to give the designer ample breathing room in which to create hybrid experiences that align well with the 4-H Positive Youth Development rubric without requiring the body of the eLearning module to go too many directions.
- The choice board in this template has been designed to give learners up to **four options**:
 1. Reflection Activity
 2. Investigate and Explore Activity
 3. Sharing Activity
 4. Career Connections Activity
- The bulleted questions under each option are intended to provide support and spark ideas. They are not intended to be overly prescriptive.
- Although four options are given in the choice board section, **make adjustments where necessary**. For example, it makes sense to include reflection questions and career connections within the body of the Storyline or animation module, do so and delete those options from the choice board.
- It's more important that the required 4-H Positive Youth Development elements are present rather than where they are placed. Do what makes sense.

Storyboard

Insert/delete rows as necessary.

Slide & Layer	Narration script	On-screen text, animation, interactives, and visuals	Notes
1.			
2.			Learning objectives should be scripted into the beginning of the module.
3.			
4.			



5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.	<p><i>Narration should wrap up the Storyline/animation activity and transition to the choice board.</i></p> <p>Example narration: “Well done! But don’t leave quite yet! There’s more!”</p>		<p>Suggestion: Auto-advance to the choice board</p>
14.	<p>Example narration: “Take your learning to the next level with at-home activities! Do as many activities as you’d like and have fun!”</p> 	<p>Option 1: Reflection Activity</p> <ul style="list-style-type: none"> • Questions to inspire wonder • Questions to help kids see a reality bigger than themselves • Questions to help kids develop ethical thinking and to consider the impact their actions have on others and the greater world • Questions to help kids consider how what they learned connects to other topics/ideas <p>Option 2: Investigate and Explore Activity</p> <ul style="list-style-type: none"> • What opportunities are there for kids to go further with the topic outside of the eLearning module? • What search terms could the kids research on their own? • What problems could kids solve with this knowledge? 	<p>Suggestions:</p> <ul style="list-style-type: none"> • Create printable PDFs • Text entry for reflection questions or goal-setting (printable) • Direct kids to external resources while being cautious about providing links that may break in the future (Can give kids search terms instead of links.) • Direct kids to other internal 4-H courses



		<ul style="list-style-type: none"> • How can they apply the knowledge to their life for their purposes? • What goals could kids set to investigate and explore the topic further? • Is it possible to investigate and explore this topic more in nature or through observation or experiment? <p>Option 3: Sharing Activity</p> <ul style="list-style-type: none"> • How could kids share what they've learned with their peers, 4-H club, family, and community? • What conversations could kids have with others that would expand their understanding of the topic? • What community events are related to this topic, and how might kids get involved? • What service opportunities are related to this topic? • Is there a way to share with or mentor a younger child using their knowledge? <p>Option 4: Career Connections Activity</p> <ul style="list-style-type: none"> • What careers relate to this topic, especially those related to STEM, Agriculture, Civics, or Healthy Living? • How could kids find out more about those careers? • Could kids interview a person working in this field? 	
15. Option 1			
16. Option 2			