Rise Interactive Storyboard Template

Title (50-chars)	Activity Title Here
Learning Objectives (for guidance, not display)	*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, also include them in the storyboard.* After this activity, you will be able to: • This • That • The other thing
About the activity	*2-3 lines that succinctly describe this activity and make it appealing to youth.*
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 *[sponsor/partner/LGU]*
Supplies	These simple supplies are all you'll need for this activity: • List • of • supplies

Support for instructional designers to align the Rise activity with the 4-H Positive Youth Development rubric:
• Each 4-H activity must align with the **four required 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 Rise 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.
- For a guide that shows each of the different interactive blocks, please see our Sample Rise course.
- Although only a **suggested approach**, this template allows the Rise module to teach the content in a typical eLearning fashion and then transition into the hybrid learning activities at the end via the **Go Beyond lesson.**
- The goal of the **Go Beyond lesson** 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 **Go Beyond lesson** 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 **Go Beyond lesson**, **make adjustments where necessary**. For example, it makes sense to include reflection questions and career connections within the body of the Rise module, do so and delete those options from the **Go Beyond lesson**.
- 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.

Rise Storyboard

Instructions: *Provide a brief description of the course with bulleted learning objectives. This text will be used on the opening Rise screen.*	
Course Description	
Learning Objectives	*Include learning objectives that explain what youth will know and be able to do when they finish this module.* • Learning objective 1 • Learning objective 2

Lesson Title: *Please provide a title for each separate Rise lesson. This title will appear in the Rise course. Customize this storyboard by adding or omitting lessons and rows as needed.*

Rise Block Type	Text	Multimedia (image/audio/video)	Notes

Lesson Title:

Lesson Title:

Lesson Title: Go Beyond

	The provided text is for framing only. Replace with reflection questions for this module. **Reflection Activity** • Questions to inspire wonder • Questions to help youth see a reality bigger than themselves • Questions to help youth develop ethical thinking and to consider the impact their actions have on others and the greater world		*The suggestions below relate to the Reflection, Investigate and Explore, Sharing, and Career Connections components of this section. Replace with notes for this module.* Suggestions: • Create printable PDFs • Text entry for reflection questions or goal-setting (Storyline block) • Direct youth to external resources while being cautious about providing links that may break in

	• Questions to help youth consider how what they learned connects to other topics/ideas		the future (Can give youth search terms instead of links.) • Direct youth to other internal 4-H courses	
	The provided text is for framing only. Replace with investigate and explore activities for this module. **Investigate and Explore Activity** • What opportunities are there for youth to go further with the topic outside of the eLearning module? • What search terms could the youth research on their own? • What problems could youth solve with this knowledge? • How can they apply the knowledge to their life for their purposes? • What goals could youth 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?			
	The provided text is for framing only. Replace with sharing activities for this module. **Sharing Activity** • How could youth share what they've learned with their peers, 4-H club, family, and community?			

	• What conversations could youth have with others that would expand their understanding of the topic? • What community events are related to this topic, and how might youth 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?		
	The provided text is for framing only. Replace with career connections activities for this module. **Career Connections Activity** • What careers relate to this topic, especially those related to STEM, Agriculture, Civics, or Healthy Living? • How could youth find out more about those careers? • Could youth interview a person working in this field?		