# **HEADLINE**

Editorial subhead that goes in the hero. Limit: 50-characters / 3-lines

**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, it is recommended to incorporate them into the beginning of 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

## **Activity Steps**Numerical list of steps; if there is not sufficient learning material to get to 5 activity questions, add 2-3 lines of background/setup information HERE at the start of the activity steps section.

1. 1-2 lines of a descriptive activity step.

**Did You Know?** 1-2 lines of interesting information about what they are learning; these DYKs seed the quiz, below.

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**Bonus Activity:** *If there is a bonus activity to be completed, provide a brief description of it here.*

## **Test Your Knowledge**

See how much you’ve learned about [Activity]!
*Create 3-5 questions, as detailed in the* [*H5P Guide*](https://fourhcouncil.sharepoint.com/%3Aw%3A/s/CLOVER-InstructionalDesign/ER_UI8F-X-hFjnPcGd3et9EB0u1w0t9hP5M62vm6Uk680A?e=tG52wZ)*. Highlight indicates correct answer.*

1. Multiple choice or multiple select question
2. Option 1
3. Option 2
4. Option 3
5. Multiple choice or multiple select question
6. Option 1
7. Option 2
8. Option 3
9. Multiple choice or multiple select question
10. Option 1
11. Option 2
12. Option 3
13. Multiple choice or multiple select question
14. Option 1
15. Option 2
16. Option 3
17. Multiple choice or multiple select question
18. Option 1
19. Option 2
20. Option 3

## **Reflection Questions**

Bonus questions to inspire wonder, develop ethical thinking, and to see a reality bigger than themselves. Questions should help kids to reflect on what they’ve learned and how it connects to the wider world.

1. One-line open-ended question
2. One-line open-ended question
3. One-line open-ended question

## **Investigate and Explore**

What opportunities are there for kids to go further with the topic outside of the online experience? What search terms could the kids research on their own? What problems could kids solve with this knowledge? 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?

## **Career Connections**

1-2 short paragraphs that discuss how the knowledge gained through this Activity can be useful in STEM, Agriculture, Civics, or Healthy Living related careers. What specific careers or job titles could kids learn more about? How could they find out more about them? What could they research or who could they interview?