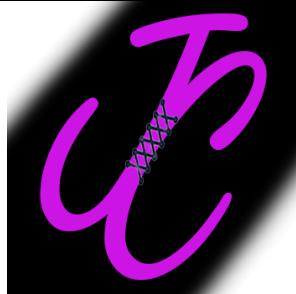


<u>PAGE:</u> 1	<u>DATE:</u> 2/6/2020	<u>PROJECT NAME:</u> PROJECT 3 STORYBOARD <u>PODCAST:</u> JESSICA'S GAMES IN EDUCATION	<u>AUTHOR:</u> JESSICA CRABTREE
		FRAME DESCRIPTION	MEDIA LIST AND DESCRIPTION
		<p>Listeners will hear a jingle as my personal logo comes onto the screen along with the title of the podcast, "Jessica's Games in Education". It will also include the title of this podcast, "Non-Tech Games". My personal logo should catch their attention from when they have seen it in other podcasts or in the future ones along with the title catching their attention.</p>	<ul style="list-style-type: none"> • Personal logo • Music • Text options • Video editing program • Transition with logo • Black background with white text

NARRATION:

Welcome to another episode of Jessica's Games in Education. In this episode we are going to discuss games that you can integrate in your classroom that do not require technology! These will be fun and engaging games for your students to learn and have positive memories on the content they are learning.



A picture will show learners being engaged in a classroom setting. I will discuss what the reasons are for including these non-tech games into your classroom. In this part of the podcast I want to portray to the listener what the benefits of these non-tech games are. Engaged learners, reaching the different generations, hands-on learners, soft skills, forming positive memories, and working with different schedules.

- Pictures describing a few of the reasons why non-tech games are great for the classroom
- Video Editing Program
- Transitions with picture coming in and out.

NARRATION:

The big ideas in the classrooms right now is technology, which we will get to in another episode! Something that people don't think about is the benefits on non-tech games in the classroom. There are several reasons why non-tech games are great for the classroom. You can help engage learners in a whole new way while reaching different generations in classrooms. The students will be able to form positive memories of the content that they learned while having fun participating in a game. These also help up break up class time if you are a high school teacher on a block schedule. As a teacher or training you can also reach those hands-on learners while teaching endless soft skills.

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		FRAME DESCRIPTION A picture will show the first non-tech game that I will cover in this episode. The purpose of this frame is to help the listener understand what the game of Jenga is, in case they haven't played it, and also to tell how they can use it in their teaching or training.	MEDIA LIST AND DESCRIPTION <ul style="list-style-type: none"> • Pictures showing the game Jenga • Video Editing Program • Transitions with picture going in and out

NARRATION:

The first of three non-tech games that you will be hearing about is Jenga. This is a popular easy game that many people play on a day-to-day basis. It is a tower of blocks, as the picture shows, and you have to try and pull a block out and set it on top of the tower without it falling over. If you pick a block out and the tower falls than you lose the game. In your classroom, you can number the blocks of your Jenga set. Number vocabulary words and definitions on a page to match the numbers on your blocks. As students pull out blocks and set them on top of the tower, a reader from the group will read them the definition and they have to match it with the correct vocabulary word. They can keep track of their points by getting a point for a correct answer, minus one for an incorrect answer, or minus two points if they knock the tower over. Make it fit your classroom!



A picture will show the second non-tech game that I will cover in this episode. The purpose of this frame is to help the listener understand what the pool noodle game is all about and how they can use it in their classroom or training session. I will also give them an example of how I use it to help them get to thinking how they can use it in their area.

- Pictures showing pool noodles
- Video Editing Program
- Transitions with picture going in and out

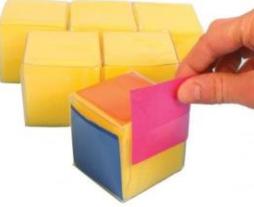
NARRATION:

The second game of non-tech games is a great one to check on learning while getting students up and moving in a hands-on activity. Using pool noodles is a great way to show a process. You will take different color pool noodles and cut them into about 5 inch in length sections. Then you can use those sections to write on them and use to check students understanding. For example, I use them to check on understanding in my Accounting classroom. I give students a transaction. The pool noodles then have debit, credit, and account titles wrote on the pool noodle pieces. Once they hear the transaction, they put the correct pieces of the pool noodles on a dry rod to show the correct way that the correct accounts are affected in the transaction. I even make it a relay competition in my classroom by having each team with a certain color of noodle.

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		<p>FRAME DESCRIPTION</p> <p>A picture will show the final tech game for this episode. The purpose of this frame is to help the listener understand what the cubes are for and how they can use them in their classroom or in training. I will give several examples of how I use them so they can leave with several ideas.</p>	<p>MEDIA LIST AND DESCRIPTION</p> <ul style="list-style-type: none"> • Pictures showing the blocks for the game • Video Editing Program • Transitions with picture going in and out

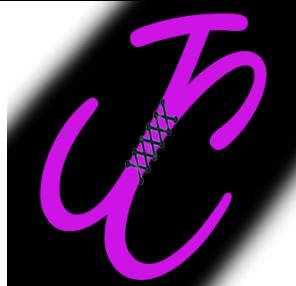
NARRATION:

The last game that we will cover in this episode is blocks. Yep! You heard that right! Baby blocks! These are the same blocks that they use to help babies learn different concepts. They are soft blocks with clear sides that are pockets to where you can insert pictures or notecards with written concepts on them! What is great is you can interchange them for different lessons and make them fit your area! I use these blocks in many ways. The first way that I use them is in getting to know my students. I put questions in the cubes and toss them out for my students to catch. Which ever one they catch it on they answer that question. I also use them in my business classes to review for a test, complete a bell ringer, complete an exit activity, or to throw it in during a long block to mix it up and check learning while getting the students engaged again.

	 	<p>The purpose of this frame is to quickly review the three games that we discussed in this episode. Review what they are, how I use them, and the importance of integrating them in the listeners world.</p>	<ul style="list-style-type: none"> • Pictures showing all three games. • Video Editing Program • Transitions for pictures going in and out
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NARRATION:

We have discussed some great non-tech games for our first episode, of many! Remember the three we discussed were Jenga, pool noodles, and the blocks! These all three can be adapted to any content area or training! Remember these games are great at engaging students, getting those hands-on learners involved, while also creating memories and using soft skills for students!

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		<p>FRAME DESCRIPTION</p> <p>The purpose of this frame is to end the podcast. The source page will show up for my pictures that I have used throughout. Also, while the jingle plays and the podcast ends, my personal logo will show up along with a “Thanks for listening in” “Join us Next Time” text showing up.</p>	<p>MEDIA LIST AND DESCRIPTION</p> <ul style="list-style-type: none"> • Personal logo • Video Editing Program • Transitions with picture going in and out • Black background • White text
NARRATION: I hope you have enjoyed listening to this episode of Jessica's Games in Education. Tune in next time for more ideas for your classroom! Catch us in our next episode!			