

Concept Approval Form (Sample)

Project: Energy Extreme! Activity Set 3

Activity Title: Balancing Act

Genre/Type: Experimental

Learning Objectives:

1. Students will be able to state recommended physical activity goals and work towards achieving that goal
2. Student participant will be able to identify more healthful foods that are recommended to be eaten more often

Activity/Component	Design Concepts	Comments
Look & Feel	See Attached	
Features	<ol style="list-style-type: none"> 1. Students will learn the connection between food and activity through the use of two “calculators” 2. Students can see a visual representation of the balance of food and activity 3. Students can experiment with different combinations to view outcome 	
Functionality	<ol style="list-style-type: none"> 1. Student is balancing food and activity for Carly, one of the characters, and first learns about what Carly ate that day, how much she weighs, etc. 2. Student can pick up to 3 activities and up to 3 snacks 3. The teeter-totter will go up/down depending on the balance. 4. If students figures out a perfect balance, teeter-totter will be parallel to ground 5. Student can add/remove items at any time during the activity. 	
Level Description	As this is an activity, there are no levels.	
Storyboard/Blueprint	See attached for complete core functionality	

Concept sign-off:

I approve the concept design as stated above (signatures) _____ Date _____

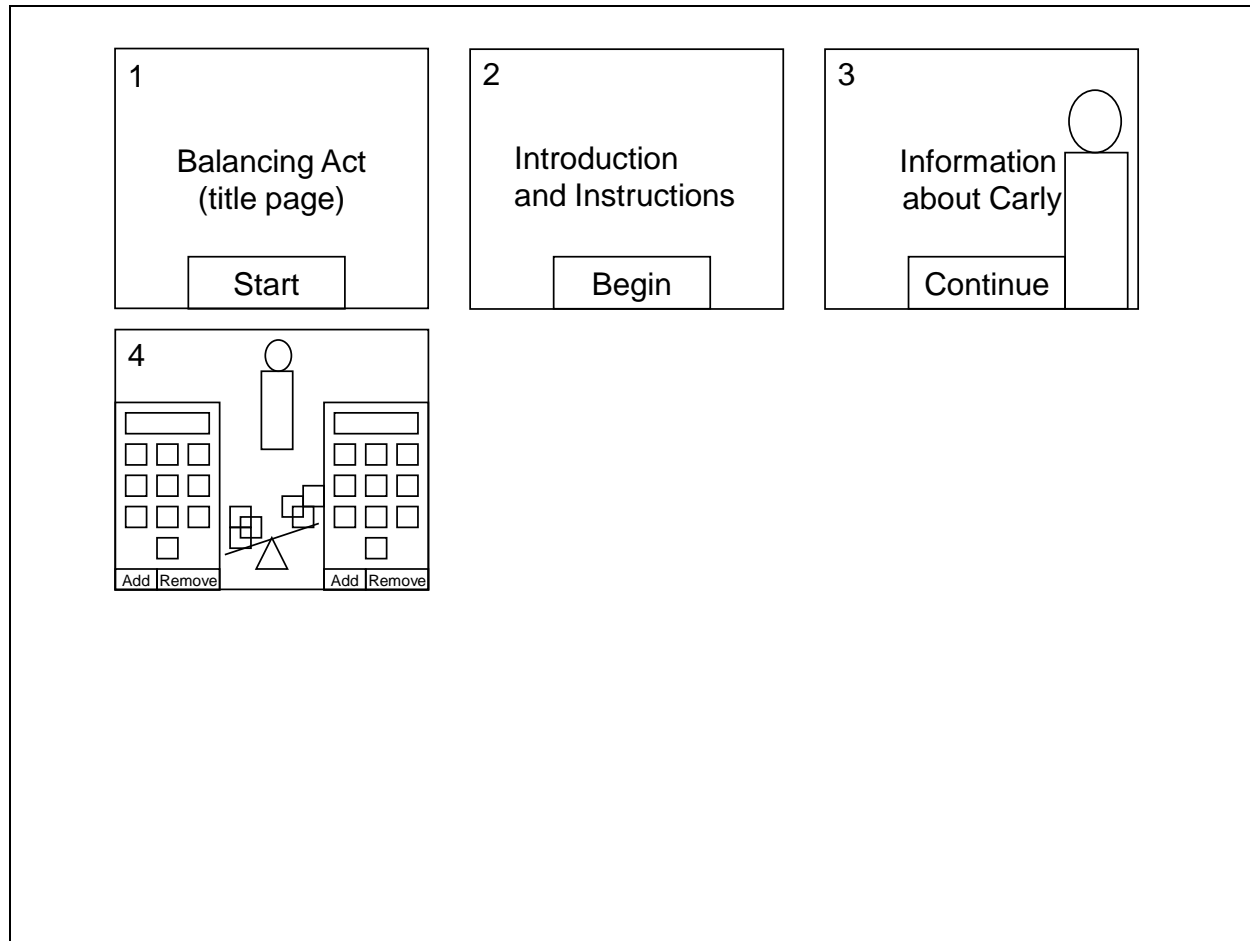
I approve with changes made as indicated _____ Date _____

Acceptance sign-off:

I approve the deliverable and authorize payment (signatures) _____ Date _____

I approve with changes made as indicated _____ Date _____

Storyboard/Blueprint



Storyboard/Blueprint

1. Title page: Balancing Act with start button
2. Introduction to activity and basic instructions
3. Setup information about Carly – how much weighs, how active. How she already ate 3 good meals, and wants snack.
4. Student selects up to 3 snacks, and up to 3 activities, and tries to “balance” the two.
5. Student presses button on calculator. Name of item (and amount of time for activities) are revealed in the calculator screen. Student can choose to ADD this item by pressing the add button. Icon shows up on the teeter-totter in the middle.
6. Student can press button on calculator of something that is on the teeter-totter, and choose to remove this item.
7. As items are added/removed, the teeter-totter sides go up and down depending on amount of (weight) number value associated with a food or activity.

