PLAY**BUILDER**

Hover over the stars to find a video on this topic on Vimeo.

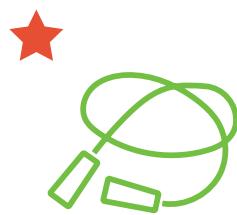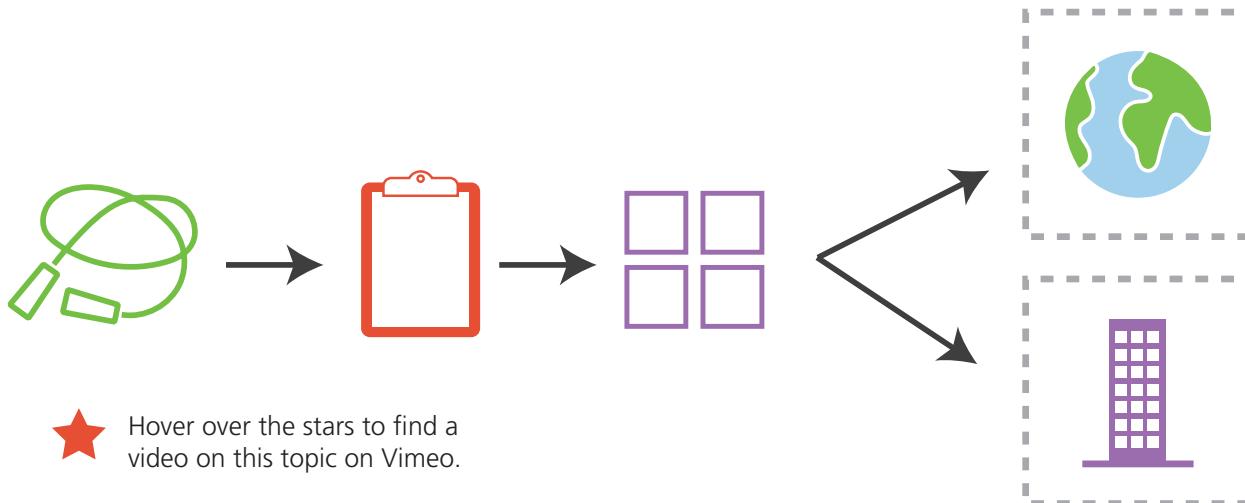**Activities (aka "games, drills, cues")**

Less than ~15 minutes in each activity.

Includes a setup, instruction, cue and safety.

Example, you want a quick, 5 minute game to fill time between programming, look for activities.

Lesson plans

Less than ~60 minutes in each lesson plan.

Includes a warm up, 1-3 skills, cool down and safety.

Example, you have a less than 60 minute program that focuses on 1 -3 skills, look for a lesson plan.
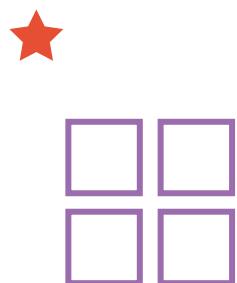
Programs/units (aka "Collections")

Greater than 60 minutes.

Organize activities, lesson plans in one place.

Example, you have to plan for a year of programming, select a collection.

Pack (aka "program manual")

Packaged content either made by your organization or content from other organizations that is sharable internally or externally.

Curate a themed content pack that is branded, distributed and displayed on your dashboard.

Example, imagine you're a YouTube content creator. You have created your own account with videos that are branded by you. You can choose whether you share across the whole platform or just with a few select friends.
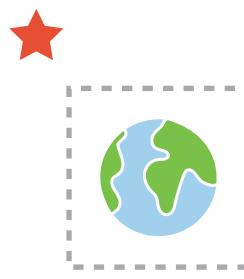
Distributable Pack (aka "global" pack)

Packaged content made by your organization that can be shared outside of your organization.

Curate a pack that contains your organizations content only and display on your dashboard.

Example, again think of the YouTube platform. You have created your videos and decide to share with users around the world.

Internal Pack (aka "organization only" pack)

Packaged content either made by your organization or other organizations content.

Curate a pack that contains any organizations content and display on your dashboard. Example, again think of the YouTube platform.

You have created your videos, but you don't own all the content shown in them. So you choose to share your videos with your close friends, rather than the whole YouTube platform.