

Uniform Curriculum Project Symbol Key

	Media-includes social media and smartphone apps.
	Activity-includes brainstorming sessions, open discussions, etc.
	Microphone-gives facilitator language they can use.
	Note-informs facilitator of a concern or something of interest.
	Handout-tells facilitator when a handout should be used or referred to.
	Time-lets facilitator know when an activity can be shortened, omitted or referred to at a different time.
	Optional Activity-tells facilitator than an activity can be added should time allow.
	Advanced Optional Activity-offers facilitator an advanced activity. Often these activities require computers.
	Video Camera-Informs facilitator that filming or video equipment may be required.