

# MONEY MATTERS

## eLearning Storyboard

Course Intro & Session One: The Key of Stewardship

Development Tools: Storyline, Canva, Camtasia,  
Dzine, Photoshop



# MONEY MATTERS (Baskerville Bold)

Subheadings (Baskerville Reg)

Paragraph text (Montserrat Normal).

Callouts (Montserrat SemiBold)

ButtonText (Montserrat Bold)

Speech bubbles (Montserrat Medium)



Icons

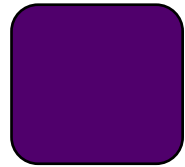
## Color Palette



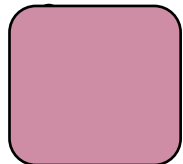
2b192



eae5cf



50006c



ce8ca5



70956a



653165

## Button Set 1 (light bg)

Normal State



Hover State



Visited State



Down State



## Button Set 2 (dark bg)

Normal State



Hover State



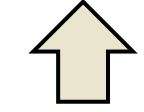
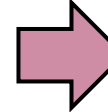
Visited State



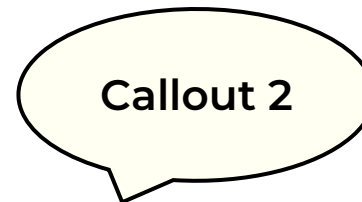
Down State



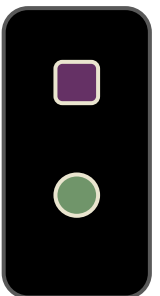
## Arrows



## Callouts



## Bullet Points



Date:	2025
Course Name:	Money Matters
Module #:	0
Module Section Title (Subtopic):	0.1 Introduction
Slide/Screen Title:	Course Title Slide

Graphics and Slide Text: MMS1:Images:Slide\_1\_Background



#### Navigation + Interactivity:

Learner selects “Start the Journey” to begin Intro Video  
ALL buttons to selected state when clicked

Accessibility:  
alt text for image (in Speaker Notes)  
enable keyboard navigation  
Closed captions for video

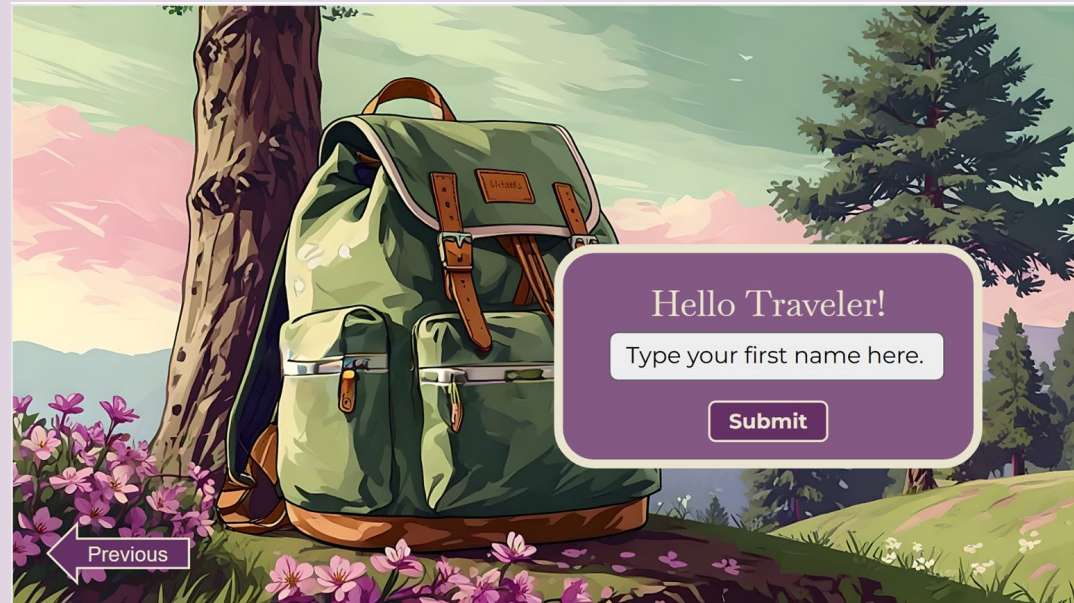
Narration/Voiceover/Sound FX: MMS1:Audio:To\_Calm\_Background\_Music

#### Animation:

Intro video starts after learner selects “Start the Journey.”

Date:	2025
Course Name:	Money Matters
Module #:	0
Module Section Title (Subtopic):	0.2 Introduction
Slide/Screen Title:	Name Tag

## Graphics and Slide Text: File Names:



### Navigation + Interactivity:

Create variable so when the learner types her name, it will show dynamically to personalize content when the learner clicks Submit.

ALL buttons shrink when clicked and then return to normal state

### Accessibility:

alt text for image  
enable keyboard navigation

Narration/Voiceover/Sound FX:  
very low volume nature sounds

Animation: None

Date:	2025
Course Name:	Money Matters
Module #:	0
Module Section Title (Subtopic):	
Slide/Screen Title:	Maya Intro

KDM/MM/MM\_Intro/Visuals/Map  
KDM/MM/MM\_MAYA/Direct\_Gaze\_Slight\_Smile



### Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

Question Mark button zooms in when voice-over begins, “Anytime you need help...”

Automatically moves to next slide at end of voiceover

### Narration/Voiceover/Sound FX:

Hello! My name is Maya, and I will be your guide throughout your journey. At the beginning of each session I will provide an overview of what you’ll be learning and the challenges you may face. Along the way, I’ll offer insights, encouragement, and clues to help you navigate through obstacles.

As you progress, you’ll encounter choices, puzzles, and real-world financial scenarios. Anytime you help, just click on the question mark in the top right of the screen.

Don’t worry—I won’t give you the answers, but I *will* be here to support you as you discover the path forward. You’ll also want to keep an eye out for icons that provide additional information or interactive challenges!

### Animation:

Moves to next slide at end of voiceover

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A - Introduction
Slide/Screen Title:	1 - Title Slide

Graphics and Slide Text: File Names: Slide 2 Background, Slide 2 Logo



Navigation + Interactivity:	
When learner selects “Take the First Step” the overlay video appears (10 seconds) and then it to advances to the next slide	
ALL buttons shrink when clicked change to selected state	

Narration/Voiceover/Sound FX:  
cinematic riser sound when button pressed (1.1 seconds)

Animation: Overlay transition video plays when “Take the First Step” button is clicked. At the end of the video (10 seconds) transitions to next slide

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.1(1 of 3) - Introduction
Slide/Screen Title:	

Graphics and Slide Text: File Names: Slide 2 Background, Slide 2 Logo



**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state  
  
 (The following slides (2 of 3 and 3 of 3) are the pop-ups for this slide)

**Narration/Voiceover/Sound FX:**  
 On this journey, you will uncover the first of five ancient keys—The Key of Stewardship. Wise financial stewardship is built on a strong foundation, just like the ruins we will see. Some structures stand strong, while others have crumbled. Your goal is to learn how to build a stable financial foundation using biblical wisdom.

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.1 - (2 of 3) What You'll Learn
Slide/Screen Title:	

Graphics and Slide Text: File Names: Slide 2 Background, Slide 2 Logo



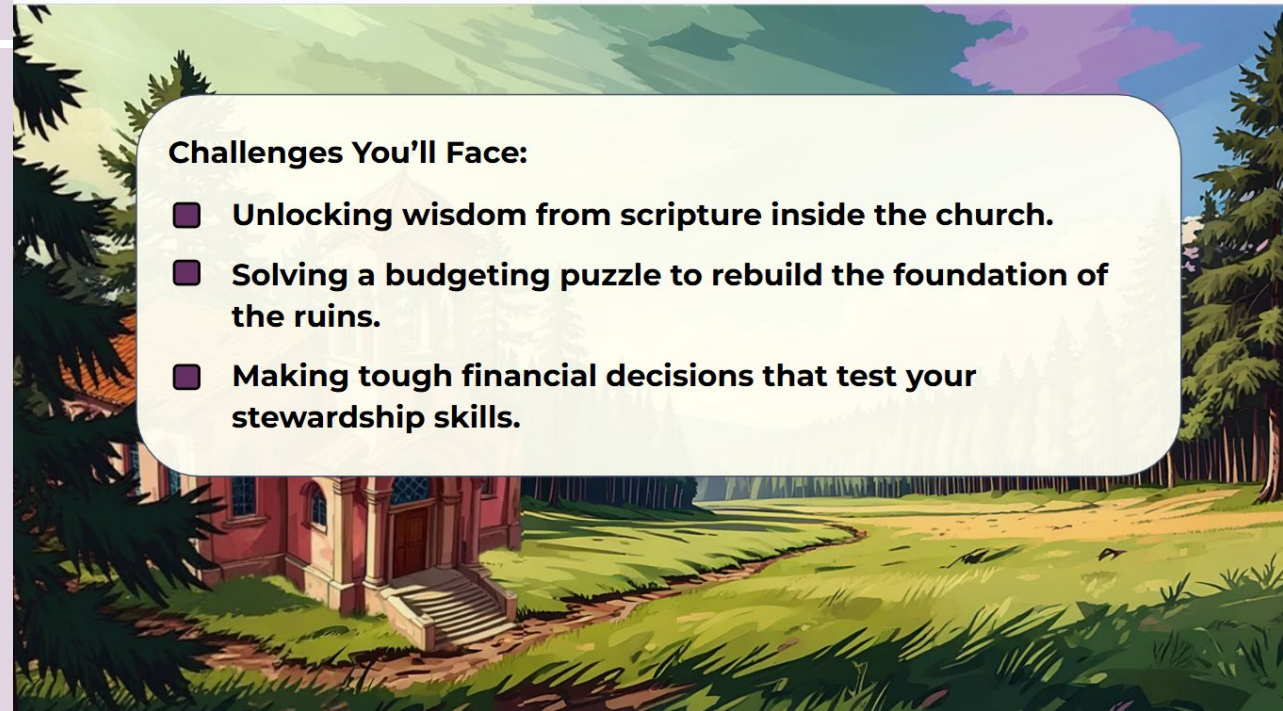
Navigation + Interactivity:	
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Narration/Voiceover/Sound FX:  
Maya continues introduction with the bulleted information.

Animation: Bullets appear separately and are aligned with the voiceover

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.1 - (3 of 3) What You'll Do
Slide/Screen Title:	

Graphics and Slide Text: File Names: Slide 2 Background, Slide 2 Logo



Navigation + Interactivity:	
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Narration/Voiceover/Sound FX:  
Maya continues introduction with the bulleted information.

Animation: Bullets appear separately and are aligned with the voiceover

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.2 - Let's Go to Church
Slide/Screen Title:	

## Graphics and Slide Text: File Names: Slide 2 Background, Slide 2 Logo



**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Let's go button appears on 3 second delay

When Let's Go button is clicked, a 3 sec transition video of Maya walking towards the church - fade transition to next slide

**Narration/Voiceover/Sound FX:**  
 Church bells clang when the learner clicks Let's go!

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.2 - Let's Go to Church
Slide/Screen Title:	

Video File: Maya\_walks\_to\_church



Navigation + Interactivity:  
At end of video transition, fade-in from black slide transition

Narration/Voiceover/Sound FX: church bells and walking on dirt

Animation: Video plays

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1B.1 - Church
Slide/Screen Title:	Inside Church

### Navigation + Interactivity:

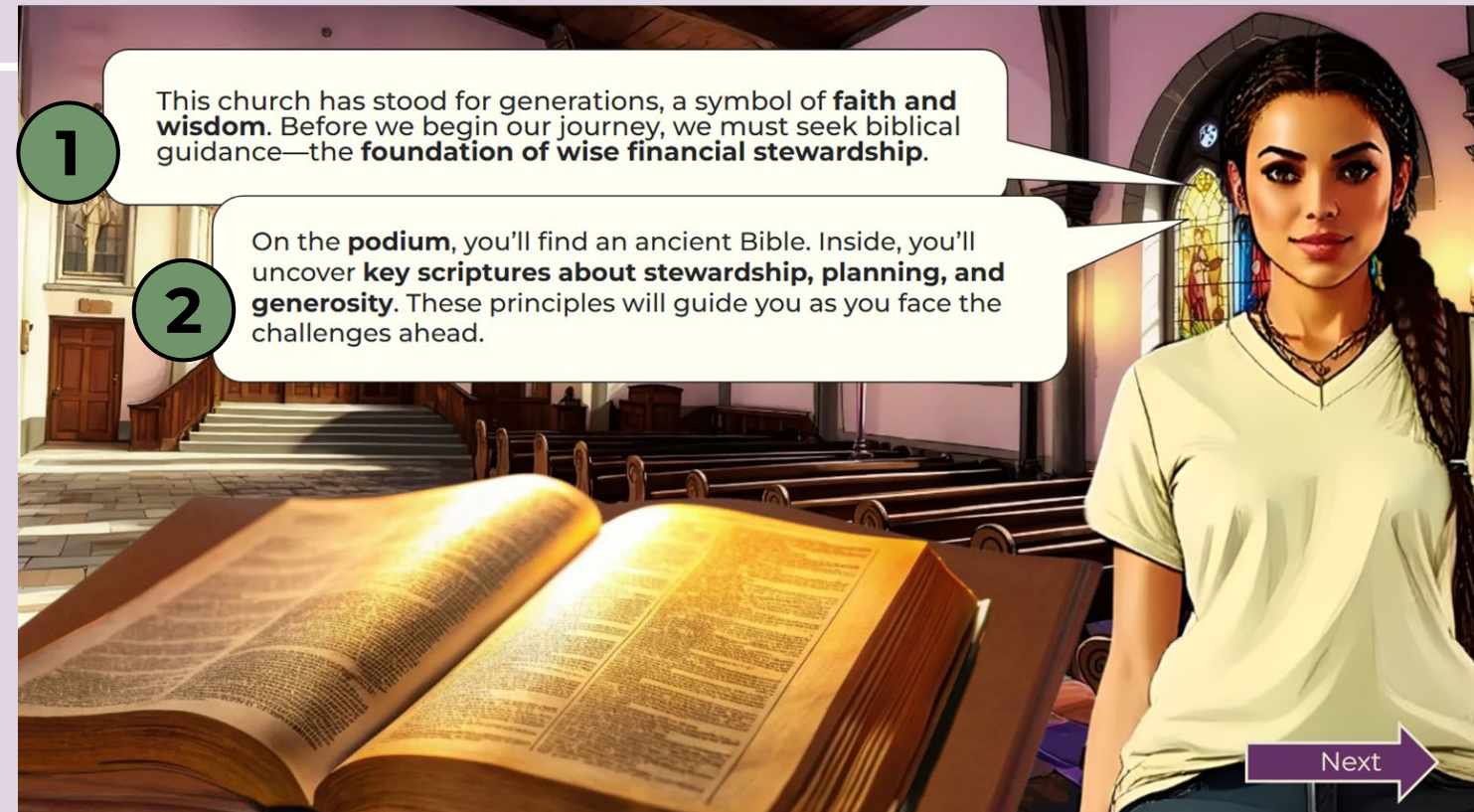
Use fade from black transition

After the bubbles and Maya disappear, the Bible image becomes a trigger. When the learner clicks on the bible, flip pages appear

Speech bubble 1, text block 1, and text 1 arrow appear on 1 second timer. User clicks on text 1 arrow and bubble 2 and Next button appear. User clicks Next to go to next slide.

[LINK to FLIPBOOK](#) contents

Graphics and Slide Text: File Names: Maya:Maya\_Forward\_Direct\_Gaze;  
 Images:Setting:Inside\_Church; Images:Assets\_Bible\_Podium



1

2

This church has stood for generations, a symbol of **faith and wisdom**. Before we begin our journey, we must seek biblical guidance—the **foundation of wise financial stewardship**.

On the **podium**, you'll find an ancient Bible. Inside, you'll uncover **key scriptures about stewardship, planning, and generosity**. These principles will guide you as you face the challenges ahead.

Next

Numbers are for design reference only

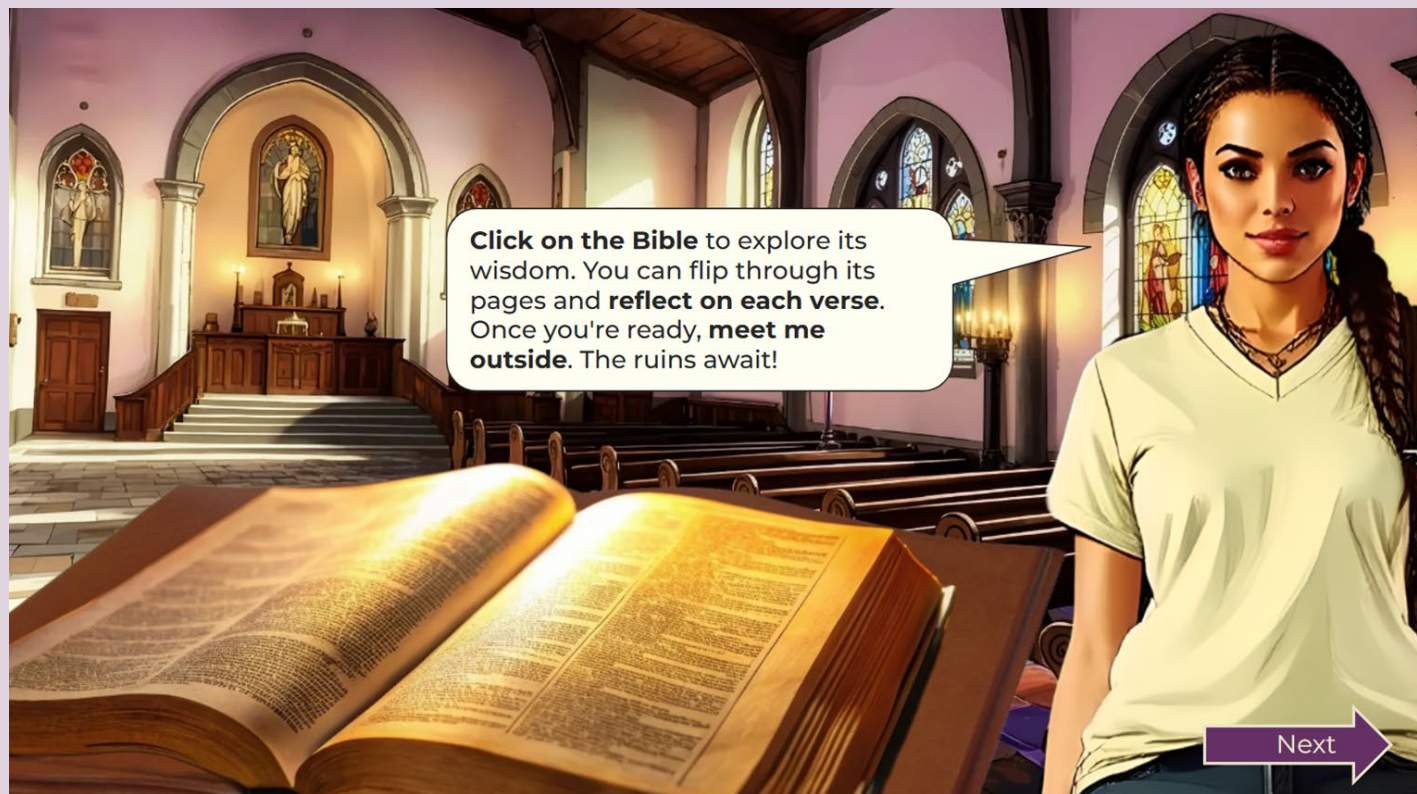
Narration/Voiceover/Sound FX: Audio:Psalms

### Animation:

1 second delay before Speech Bubble 1, Text 1, and Text 1 arrow appear  
 User clicks on text 1 arrow and bubble 2 and Next button appear.

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1B.1 - Church
Slide/Screen Title:	Church Interior

## Graphics and Slide Text: File Names:



Numbers are for design reference only

## Narration/Voiceover/Sound FX:

### Animation:

Learner clicks Bible image to access flipbook.

## Navigation + Interactivity:

After the bubbles and Maya disappear, the Bible image becomes a trigger. When the learner clicks on the bible, flip pages appear with the verses and explanations

User clicks anywhere on screen and bubble 1 appears. User clicks anywhere on screen and bubble 2 appears. then bubble 3. User clicks and bubbles and Maya disappear. Learner clicks Bible image to access flipbook.

[LINK to FLIPBOOK](#) contents

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1B.2 - Church
Slide/Screen Title:	Church Wrap-Up

**Navigation + Interactivity:**  
Use fade from black transition

ALL buttons shrink when clicked and then return to normal state

Bible Button returns learner to Bible Flipbook throughout the module.

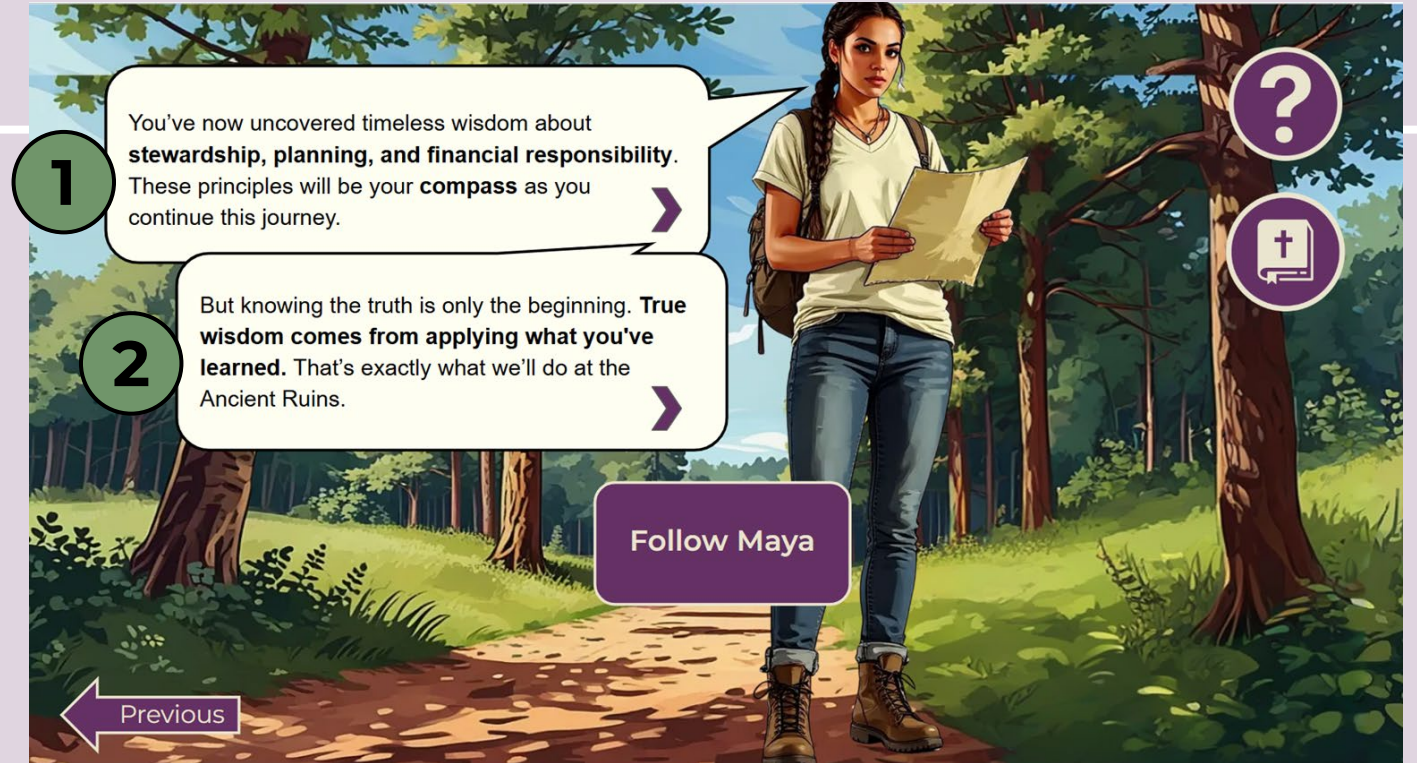
Question Mark Button displays “Click ‘Follow Maya.’”

Previous button takes learner to previous slide.

Bubble 1 appears on 1 second delay

Bubble 2 appears when learner clicks arrow on bubble 1

## Graphics and Slide Text: Maria\_Forward\_Map, Question Icon, Bible Icon, Forest\_Trail



The green number buttons are for design reference only

**Narration/Voiceover/Sound FX:** sound of footsteps during transition video

### Animation:

Bubble 1 appears on 1 second delay

Bubble 2 appears when learner clicks arrow on bubble 1

Follow Maya button appears and expands when learner clicks arrow on bubble 2

When learner clicks Follow Maya button, the transition video plays of Maya walking down path and fades to black (6 seconds) - sound of footsteps

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1B.2 - Church
Slide/Screen Title:	Church Wrap-Up

Graphics and Slide Text: Maya\_Walking\_Down\_Path



Navigation + Interactivity:

Use fade from black transition

Next slide begins automatically at end of video

Narration/Voiceover/Sound FX: sound of footsteps during transition video

**Animation:**

Video: Maya walking down path and fades to black (5 seconds) - sound of footsteps  
 Next slide begins automatically at end of video

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.1 - Ruins
Slide/Screen Title:	Amphitheater

### Navigation + Interactivity:

Use fade from black transition

ALL buttons shrink when clicked and then return to normal state

Bible Button returns learner to Bible Flipbook throughout the module.

Question Mark Button displays “Click ‘Follow Maya.’”

Previous button takes learner to previous slide.

Bubble 1 appears on 1 second delay

Bubble 2 appears when learner clicks arrow on bubble 1

Follow Maya button appears and expands when learner clicks arrow on bubble 2

## Graphics and Slide Text: File Names: Amphitheater, Maya\_Back-FaceAway



The green number buttons are for design reference only

### Narration/Voiceover/Sound FX:

sound of footsteps during transition video

**Animation:** Animation: When learner clicks Follow Maya button, the transition video plays of Maya walking down step and fades to black (6 seconds) - sound of footsteps

Bubble 1 appears on 1 second delay

Bubble 2 appears when learner clicks arrow on bubble 1

Follow Maya button appears and expands when learner clicks arrow on bubble 2

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.1 - Ruins
Slide/Screen Title:	Amphitheater

#### Navigation + Interactivity:

Use fade from black transition

Next slide begins automatically at end of video

Graphics and Slide Text: Maya\_Back-FaceAway, Amphitheater



#### Narration/Voiceover/Sound FX:

Animation: Animation: Transition video plays of Maya walking down step and fades to black (6 seconds) - sound of footsteps

Next slide begins automatically at end of transition video

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.2 - Ruins
Slide/Screen Title:	Challenge Intro

**Navigation + Interactivity:**  
 Use fade from black transition

ALL buttons shrink when clicked and then return to normal state

Question Icon Text: "Click the arrow in the speech bubble." After textboxes are clicked, it changes to "Click on the scroll."  
 Bible Icon linked to flipbook

Bubble 1 appears on 1 second delay  
 Bubble 2 appears when learner clicks arrow on bubble 1  
 Bubble 3 appears when learner clicks arrow on bubble 2

Graphics and Slide Text: Ruins, closed\_scroll, Maya\_arms\_crossed, question\_icon, bible\_icon



**Narration/Voiceover/Sound FX:** sound of scroll opening

**Animation:** Speech bubbles appear as the learner clicks each one. The scroll is clicked and a brief animation appears of scroll opening.

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.3 - Ruins
Slide/Screen Title:	10/10/80

Graphics and Slide Text: Maya\_Hands-Behind\_Back, old-retro-aged-paper-parchment-on-slate

**The 10/10/80 Rule:**

10% → Tithing

10% → Savings

80% → Living Expenses & Needs

By **tithing first**, we **honor God**. By **saving second**, we prepare for the future. And by using the rest wisely, we maintain **financial stability**. This rule helps us **avoid debt, build security**, and keep our **priorities in order**.

← Previous

Next →

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.4 - Ruins
Slide/Screen Title:	Triangle 10/10/

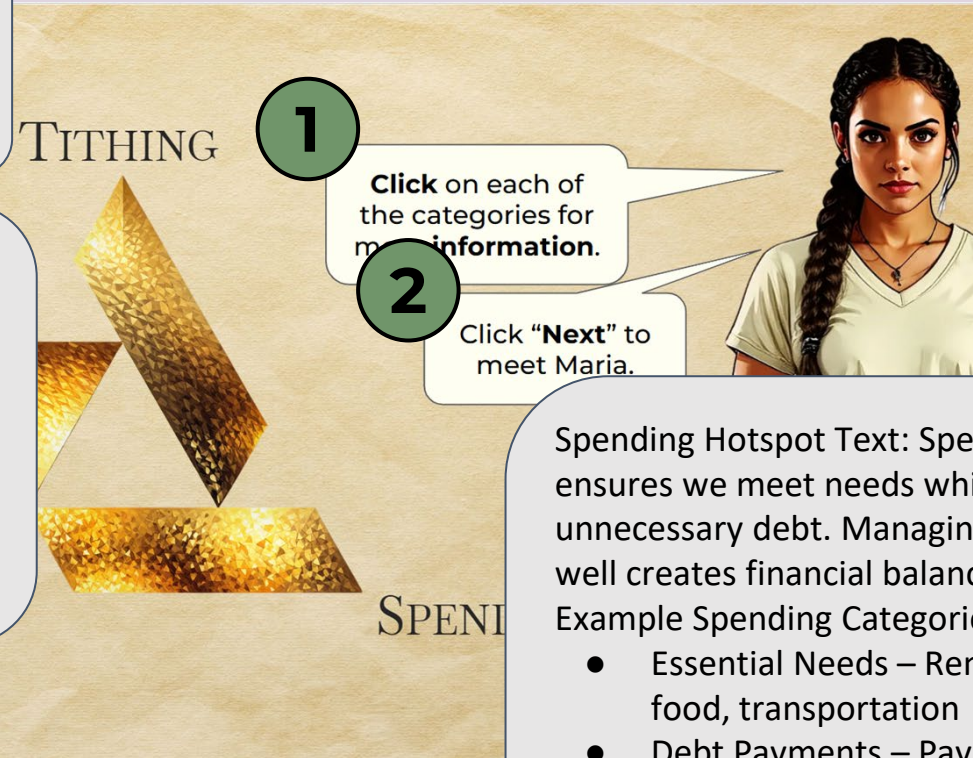
## Graphics and Slide Text: Maya\_Hands-Behind\_Back, GoldTriangle\_Transparent, old-retro-aged-paper-parchment-on-slate

Tithing Hotspot Text: Honoring God first ensures our priorities align with faith. Giving to God first shows trust in His provision.

Saving Hotspot Text: Saving consistently builds a strong financial foundation. It prepares us for future needs and unexpected situations.

Example Saving Categories:

- Emergency Fund – Cover unexpected expenses (car repairs, medical bills).
- Future Planning – Saving for big purchases (house, education, car).
- Investing – Putting money into opportunities that grow wealth over time.



Click on each of the categories for more information.

Click "Next" to meet Maria.

Spending Hotspot Text: Spending ensures we meet needs while avoiding unnecessary debt. Managing spending well creates financial balance.

Example Spending Categories:

- Essential Needs – Rent, food, transportation
- Debt Payments – Paying off loans and credit card balance
- Discretionary Spending – Entertainment, hobbies

The green number buttons are for design reference only

### Narration/Voiceover/Sound FX:

Animation: The words Tithing, Saving, and Spending turn from Normal State to visited state when clicked. A text box opens for each hotspot.

### Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

Speech Bubble 1 appears on 1 sec delay

Tithing, Saving, and Spending are hotspots for dialogue boxes.

Once all hotspots are triggered, Speech Bubble 2 appears and the "Next" button becomes active.

When the learner clicks "Next" the next slide opens.

Previous button takes learner to previous slide

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.5 - Ruins
Slide/Screen Title:	Jars 10/10/80

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Coins drag and drop into jars. For each coin added, the number on the jar increases by \$100 using variables

When Tithing = \$100, Savings = \$100, and Needs = \$800, the next slide appears

When learner clicks on Question Button: a light box appears with the 10/10/80 rule

If learner adds too many coins to a jar, the Jars 10/10/80 INCORRECT slide appears

## Graphics and Slide Text: 3\_Jars\_Setting, Cross\_Coin, Question Icon, Bible Icon

text changes from hidden to normal state when the ? Button is clicked



Circle shape under each coin - not visible until the coin is moved



**Narration/Voiceover/Sound FX:** clink of a coin when dropped into jar

**Animation:** Numbers on the jars increase by \$100 for each coin that is added

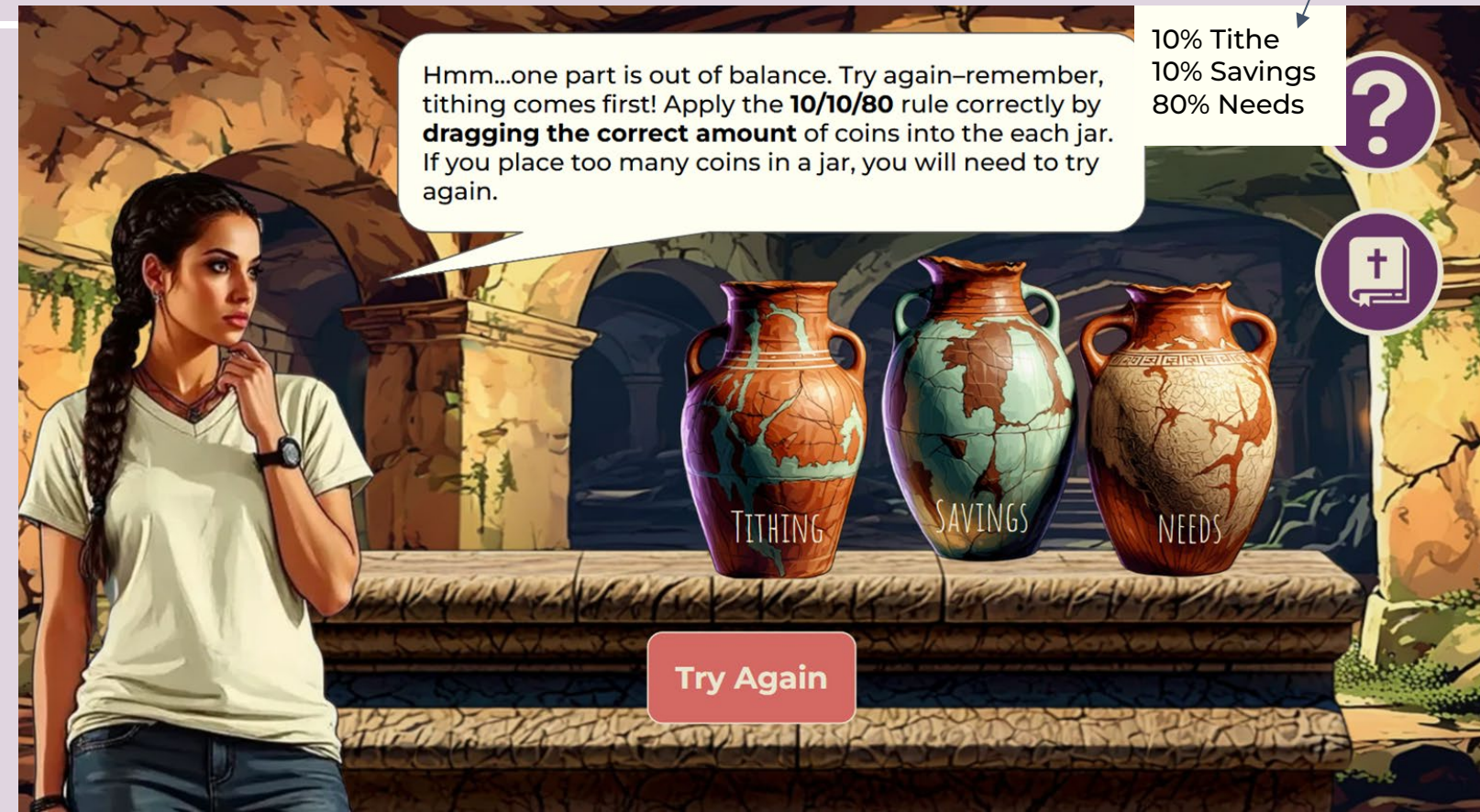
Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.5 - Ruins
Slide/Screen Title:	Jars 10/10/80 INCORRECT

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

When the learner clicks the bible, the flipbook slide will appear as a layer.

When learner clicks on Question Button: the 10/10/80 Hidden State turns to Normal State with the 10/10/80 rule

## Graphics and Slide Text: Jars\_10\_10\_80\_INCORRECT



**Narration/Voiceover/Sound FX:**

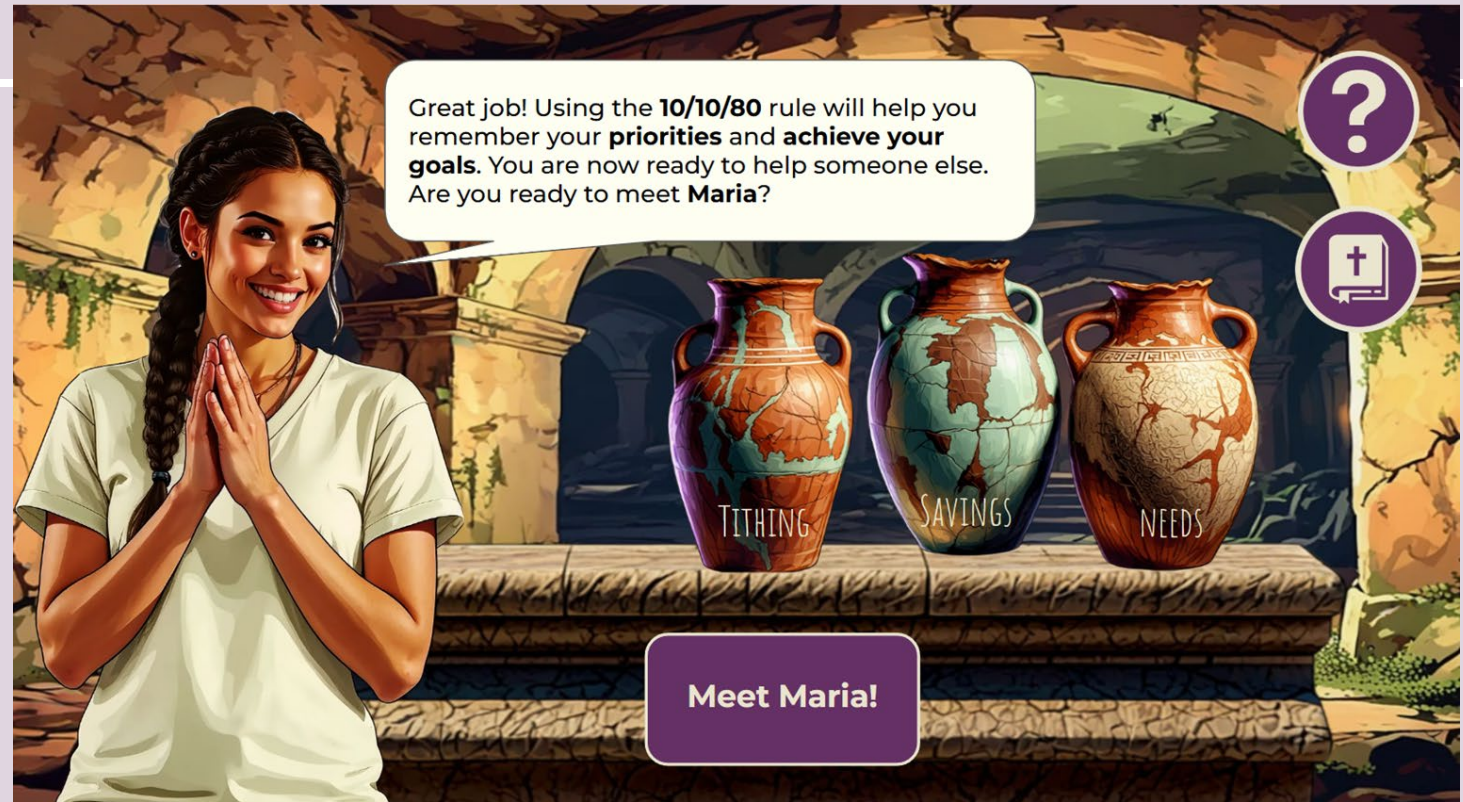
**Animation:** When learner clicks on Question Button: a light box appears with the 10/10/80 rule

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1C.5 - Ruins
Slide/Screen Title:	Jars 10/10/80 CORRECT

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

When learner clicks the “Meet Maria” button, the next slide appears

## Graphics and Slide Text: The Correct Answer, Jars\_10\_10\_80\_CORRECT



### Feedback:

Correct: Well done! Just like the wise stewards before us, you have balanced your finances with wisdom.  
 Incorrect: Hmm... one part is out of balance. Try again—remember, tithing comes first!

### Narration/Voiceover/Sound FX: The Correct Answer

### Animation:

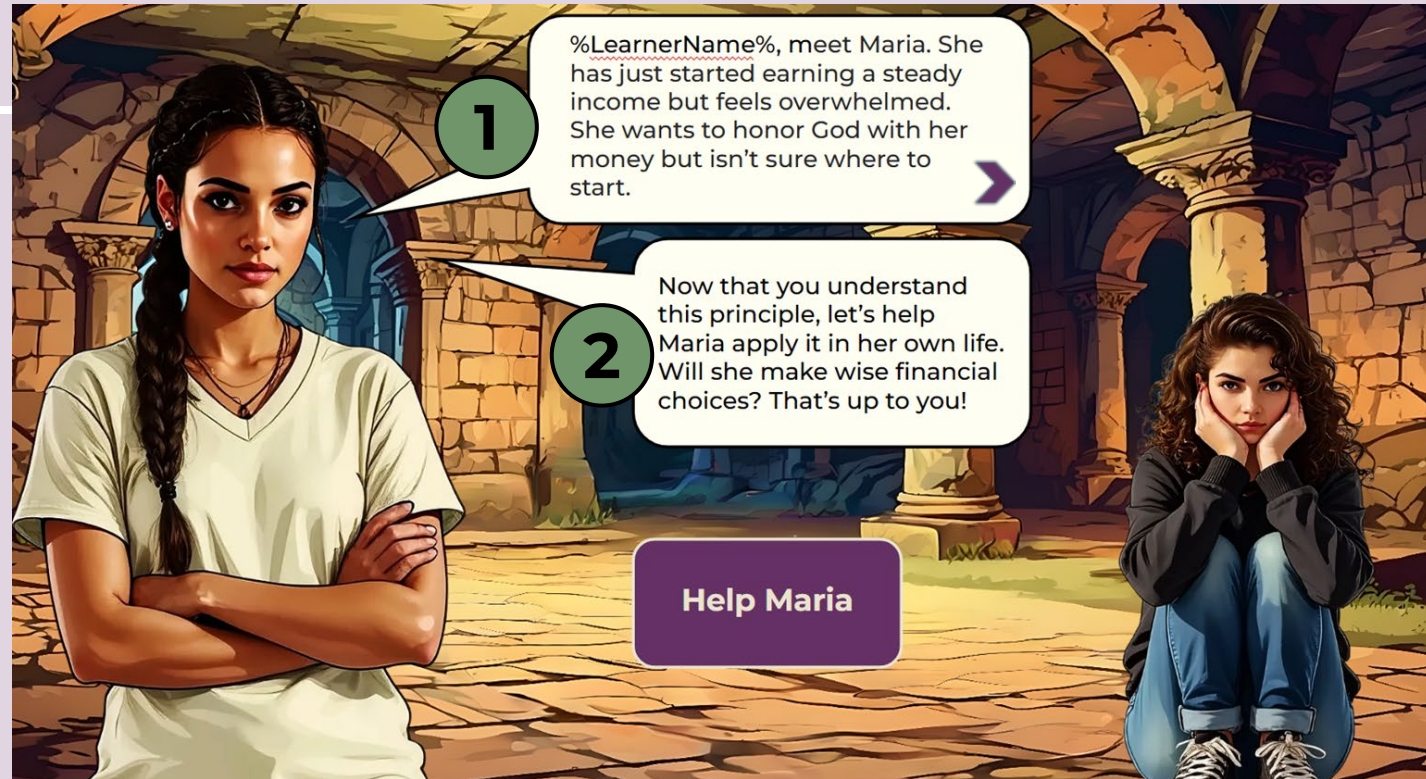
Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	Help Maria

**Navigation + Interactivity:**  
 ALL buttons go to selected state when clicked

Bubble 1 appears on 1 second delay  
 Bubble 2 appears when learner clicks arrow on bubble 1

Bible Button activates page overlay of Scripture Verses throughout the module.

## Graphics and Slide Text: Help Maria



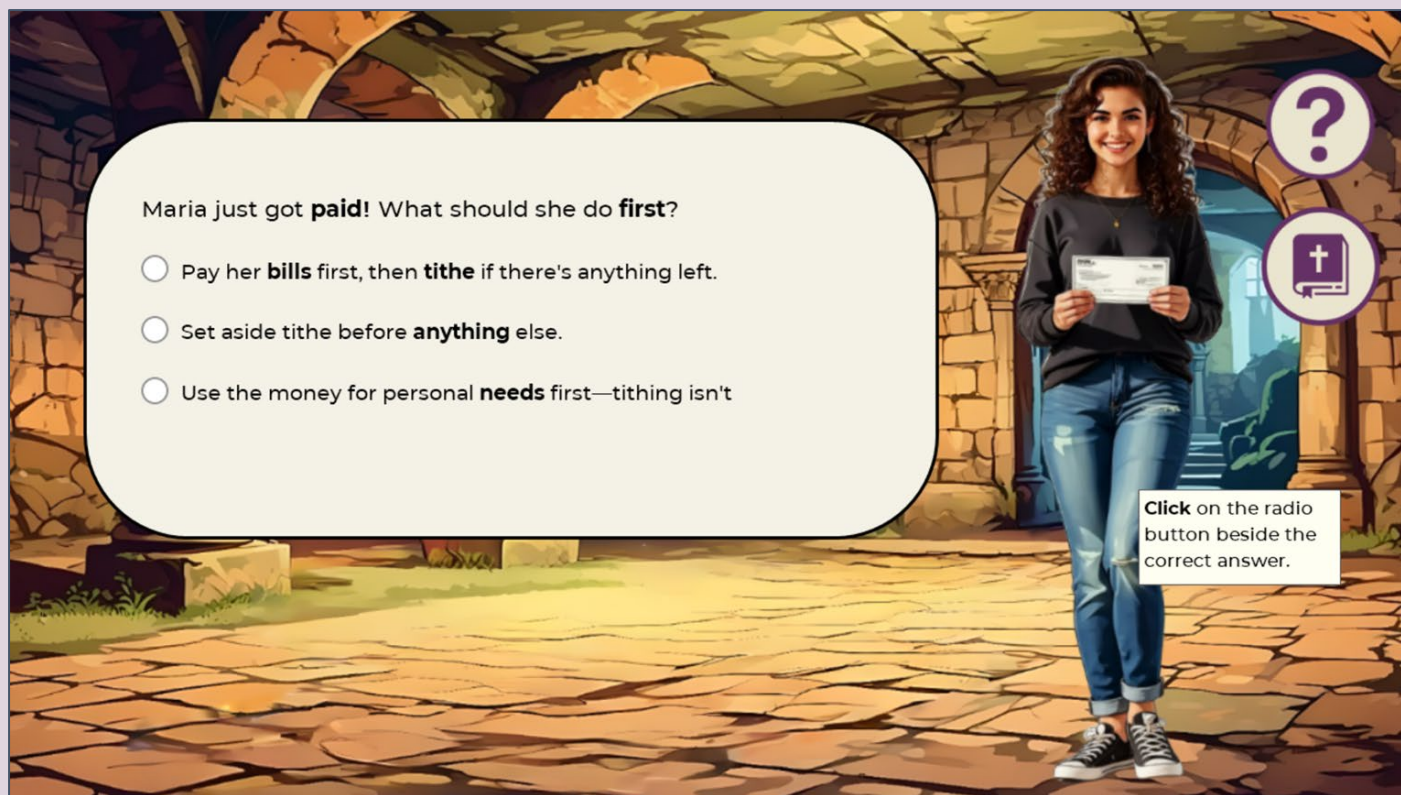
The green number buttons are for design reference only

### Narration/Voiceover/Sound FX:

### Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 1

## Graphics and Slide Text: FirstFruits\_Start, Maria\_Check



### Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

#### Decision Tree:

- If the learner clicks “Set aside tithe before anything else,” go to Decision Tree Choice 1 CORRECT slide
- If the learner clicks “Pay her bills first, then tithe if there’s anything left,” go to Decision Tree Choice 1 Pay Her Bills INCORRECT slide
- If the learner clicks “Use the money for personal needs first—tithing isn’t necessary yet,” go to Decision Tree Choice 1 Personal Needs INCORRECT slide

### Narration/Voiceover/Sound FX:

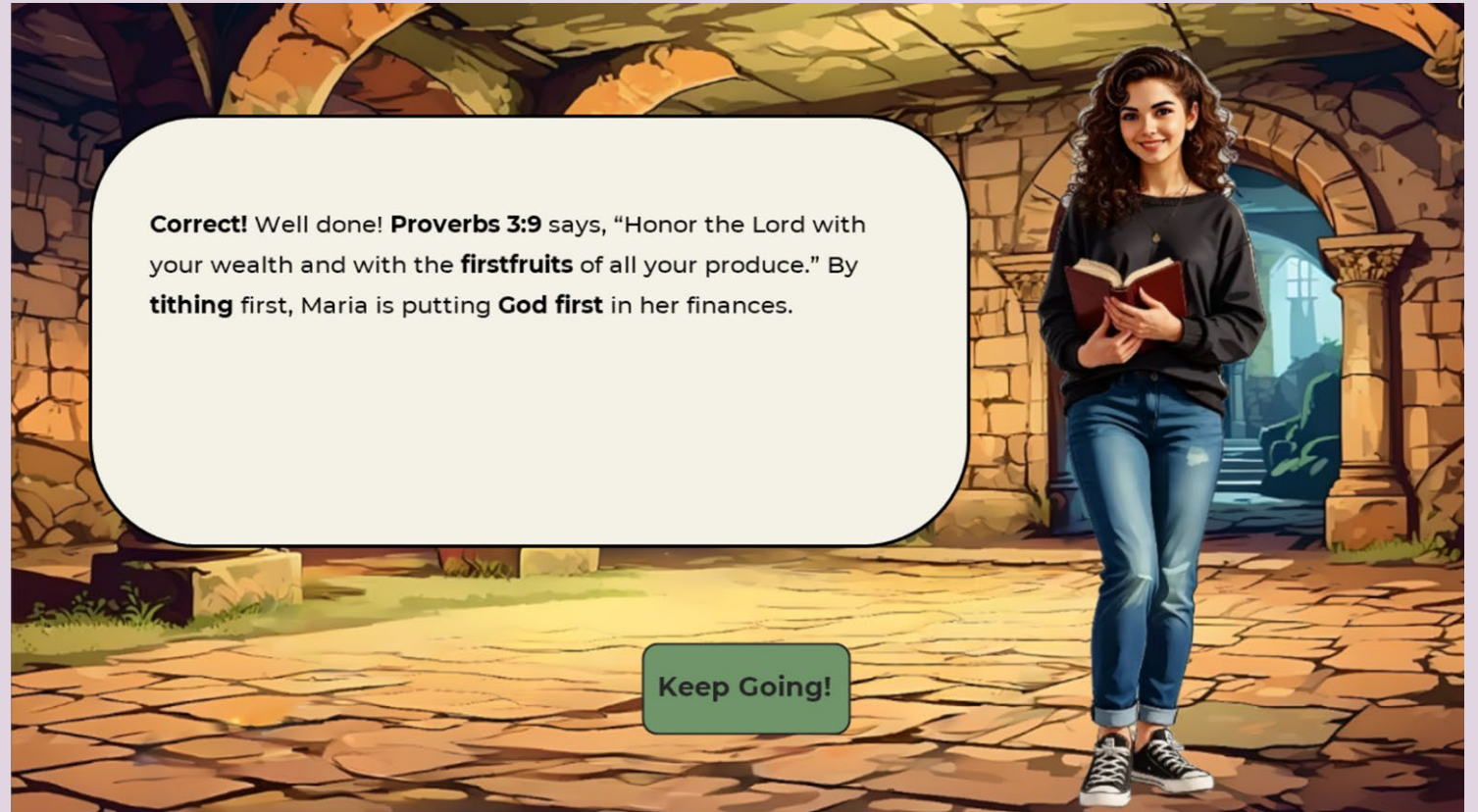
### Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 1 CORRECT

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Learner clicks “Keep Going” to move to Decision Tree Choice 2 slide

Graphics and Slide Text: FirstFruits\_Choice1\_CORRECT, Maria\_Bible-left



Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 3

### Navigation + Interactivity:

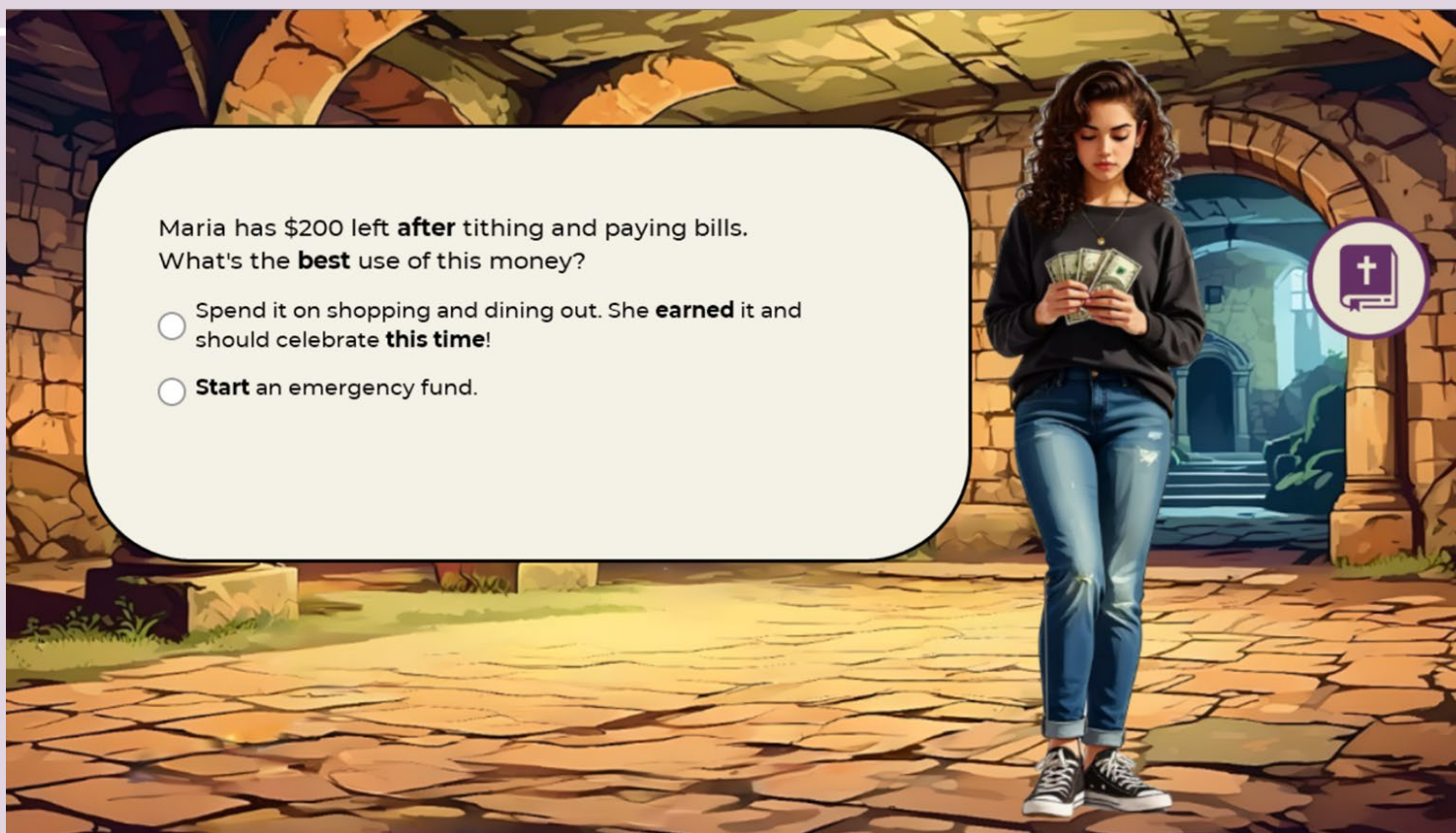
ALL buttons shrink when clicked and then return to normal state

#### Decision Tree:

If the learner clicks “Start an emergency fund,” go to Decision Tree Choice 3 CORRECT slide

If the learner clicks “Spend it on shopping and dining out. She earned it and should celebrate this time!,” go to Decision Tree Choice 3 Spend It INCORRECT

### Graphics and Slide Text:



Maria has \$200 left **after** tithing and paying bills.  
What's the **best** use of this money?

- Spend it on shopping and dining out. She **earned** it and should celebrate **this time!**
- Start** an emergency fund.

### Narration/Voiceover/Sound FX:

### Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 1 Personal Needs INCORRECT

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Learner clicks “Try Again” button to return to Decision Tree Choice 1 slide

Graphics and Slide Text: FirstFruits\_Choice1\_Personal\_Needs\_INCORRECT, Maria\_Bill-right



Narration/Voiceover/Sound FX:

Animation:

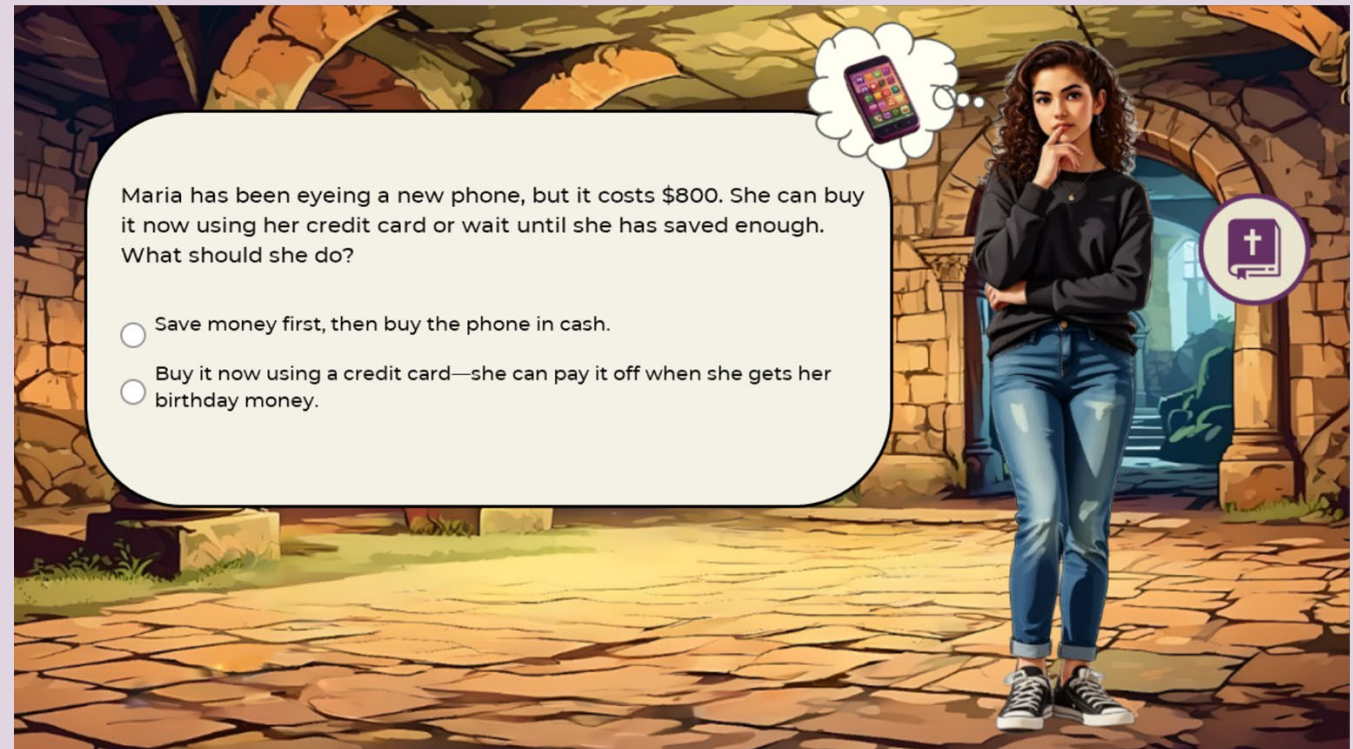
Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 2

### Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

#### Decision Tree:

- If the learner clicks “Save money first, then buy the phone with cash,” go to Decision Tree Choice 2 CORRECT slide
- If the learner clicks “Buy it now using a credit card—she can always pay later when she gets her birthday money.,” go to Decision Tree Choice 2 Credit Card INCORRECT slide



Narration/Voiceover/Sound FX:

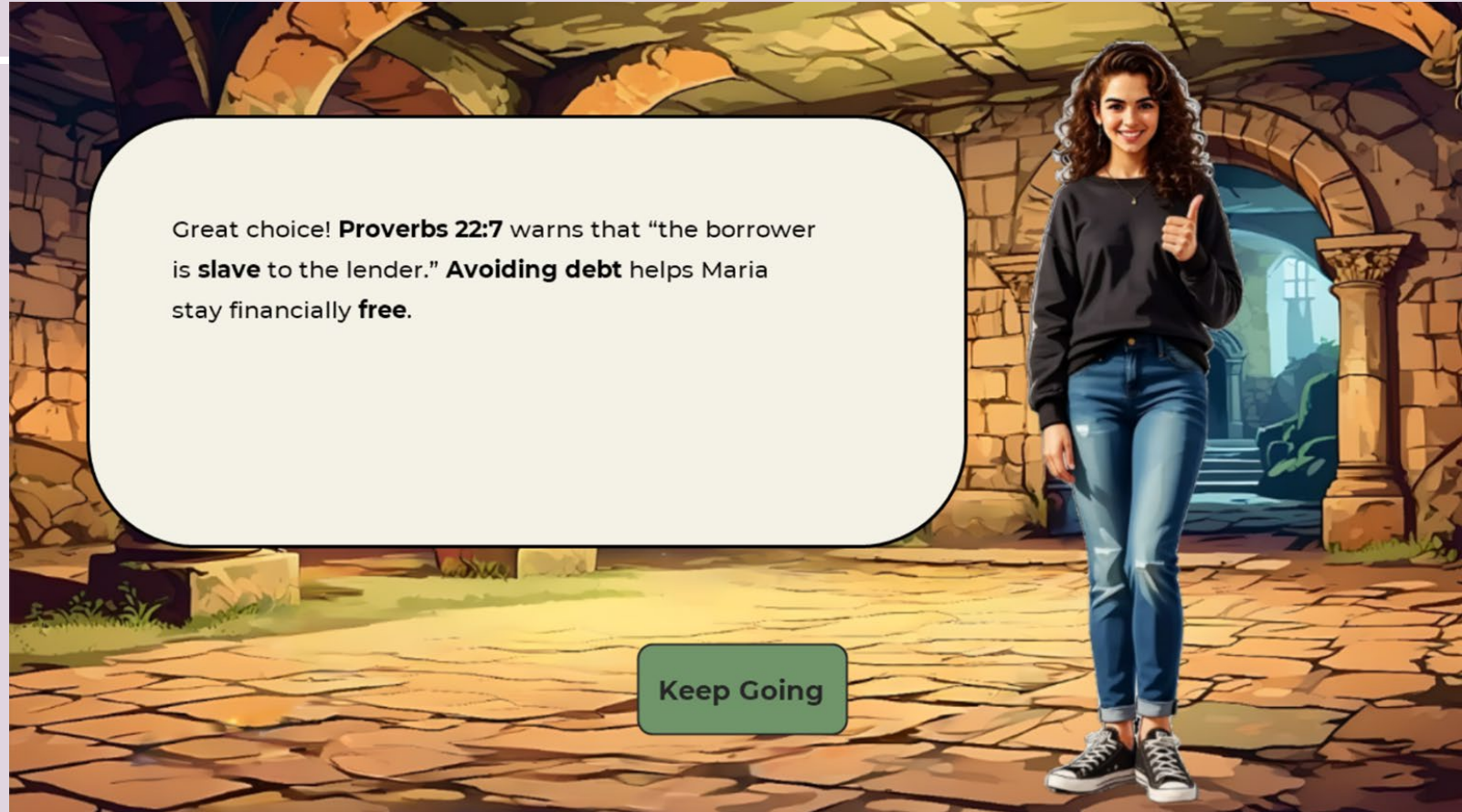
Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 2 CORRECT

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Learner clicks “Keep Going” to move to Decision Tree Choice 3 slide

Graphics and Slide Text: FirstFruits\_Choice2\_CORRECT, Maria\_Coin\_Jar



Narration/Voiceover/Sound FX:

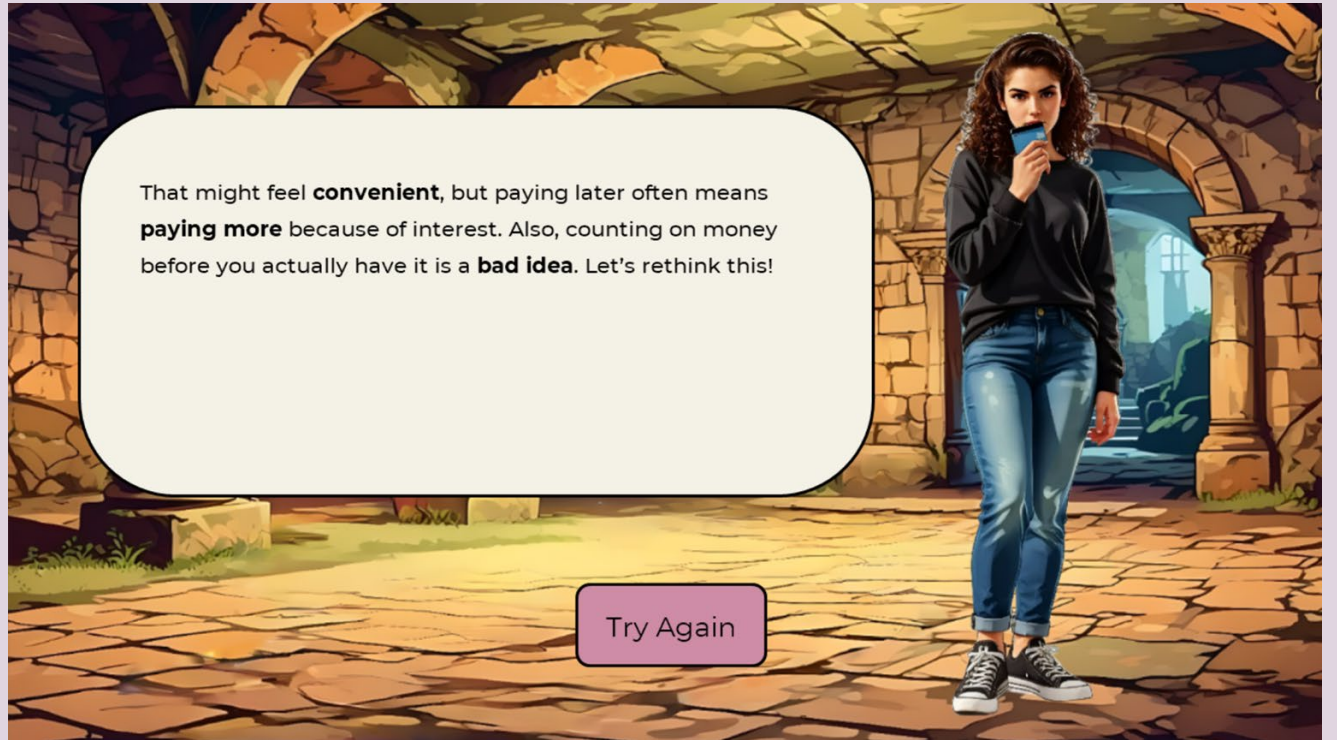
Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 2 Credit Card INCORRECT

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Learner clicks “Try Again” button to return to Decision Tree Choice 2 slide

Graphics and Slide Text:



Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 3 Emergency Fund CORRECT

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Learner clicks “Next” to move to next slide

## Graphics and Slide Text:



Narration/Voiceover/Sound FX: The Correct Answer

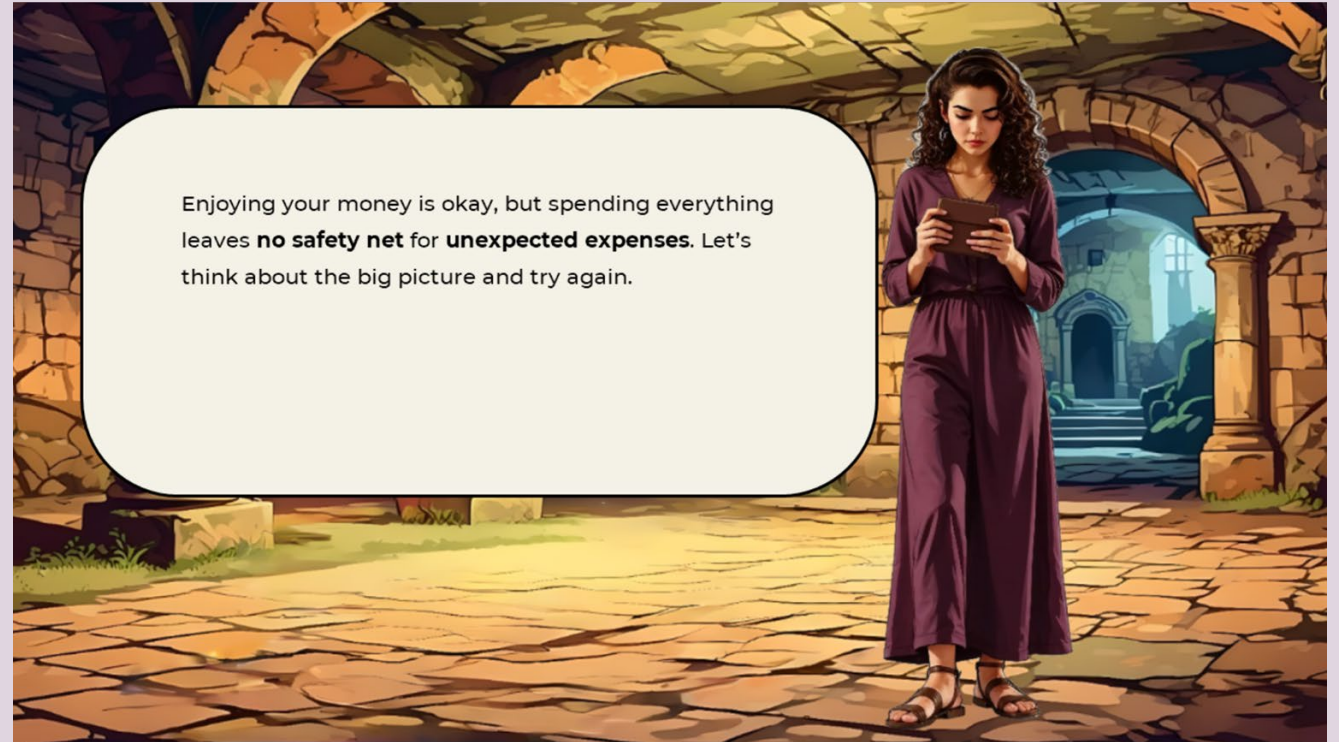
Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	FirstFruits Choice 3 Spend it INCORRECT

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Learner clicks “Try Again” button to return to Decision Tree Choice 3 slide

Graphics and Slide Text:

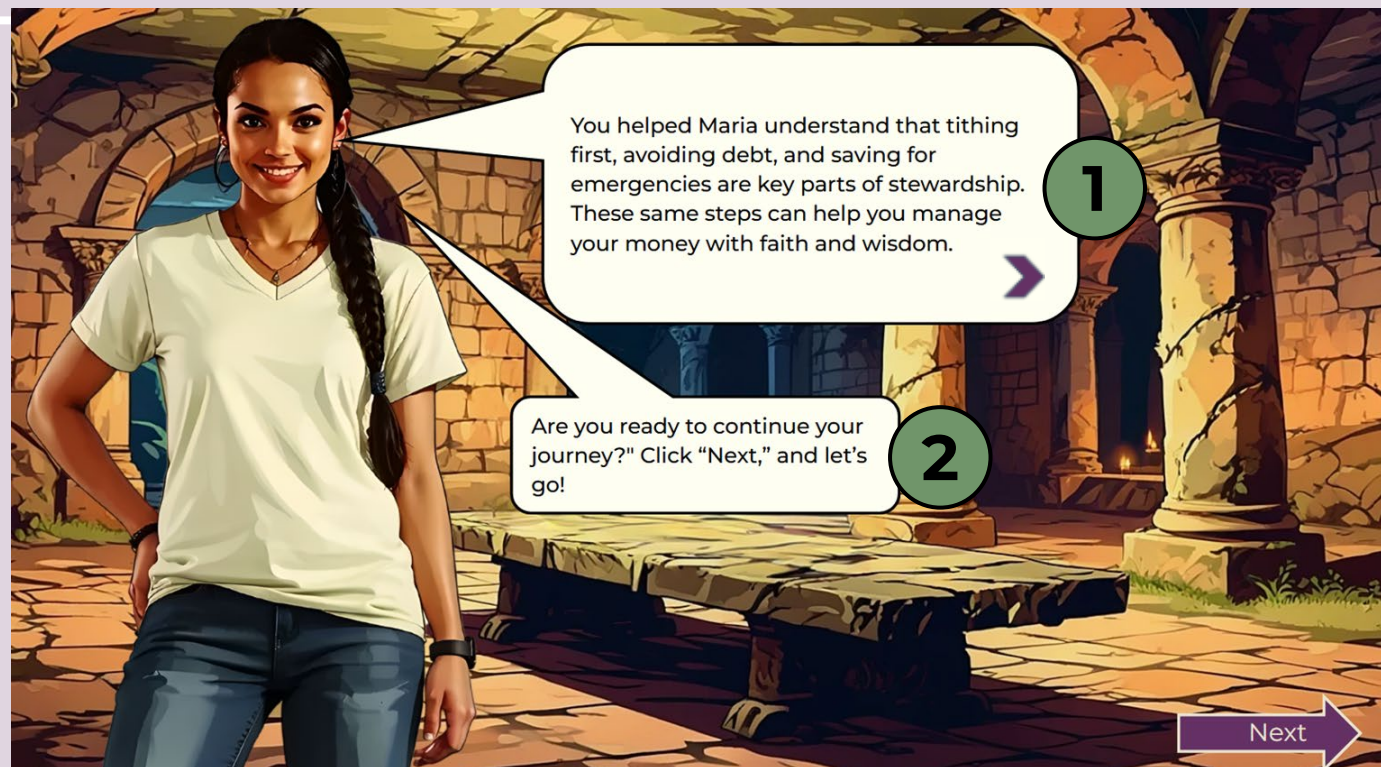


Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1D.1 - Ruins: Maria
Slide/Screen Title:	Maria Wrap-up

## Graphics and Slide Text:



## Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

Speech Bubble 2 appears when learner clicks arrow on Speech Bubble 1

"Next" button appears when Speech Bubble 2 appears

## Narration/Voiceover/Sound FX:

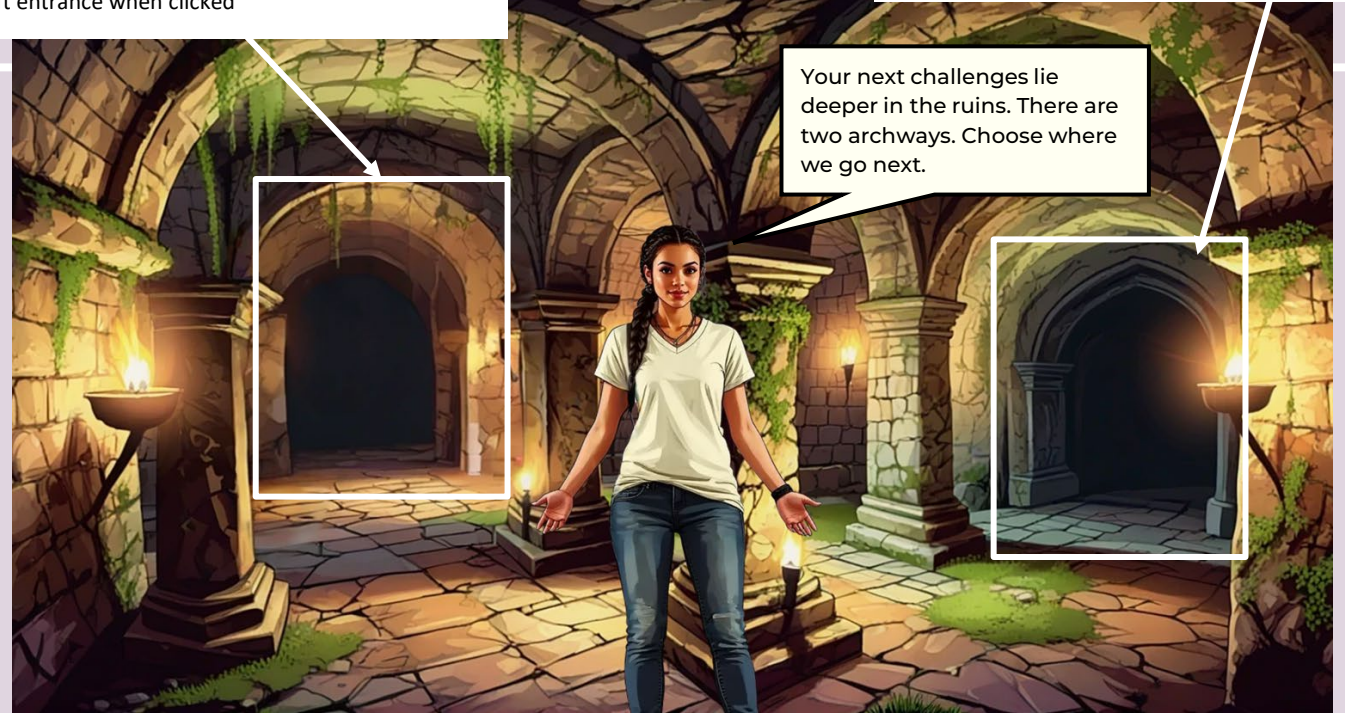
## Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

Graphics and Slide Text: Hot Spot glows on hover and plays Maya walking to left entrance

Hot Spot glows on hover and plays Maya walking to left entrance when clicked

Hot Spot glows on hover and plays Maya walking to right entrance when clicked



Your next challenges lie deeper in the ruins. There are two archways. Choose where we go next.

**Navigation + Interactivity:**

**Narration/Voiceover/Sound FX: Water Dripping in Cave Loop**

Hot Spots glow on Hover

If learner clicks the left entrance hotspot, the Maya\_LEFT\_Entrance video plays

If learner clicks the right entrance hotspot, the Maya\_RIGHT\_Entrance video plays

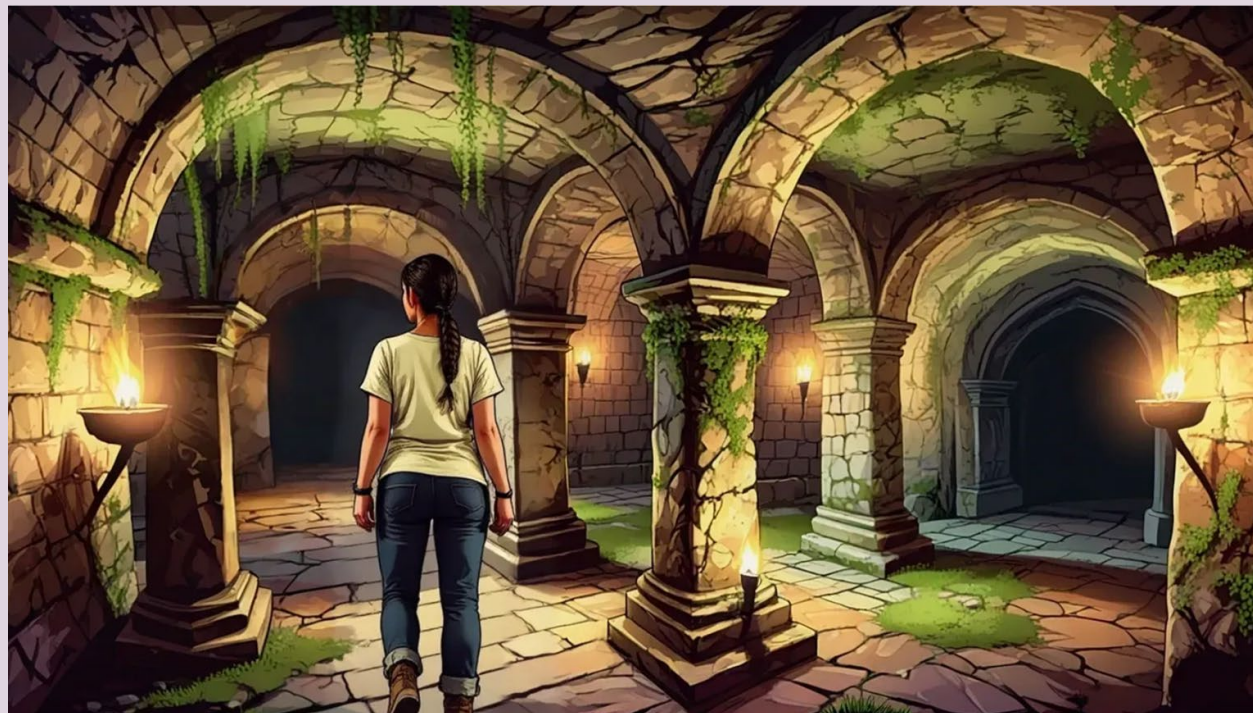
**Animation:** Hot Spots glow on Hover

If learner clicks the left entrance hotspot, the Maya\_LEFT\_Entrance video plays

If learner clicks the right entrance hotspot, the Maya\_RIGHT\_Entrance video plays

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Left Entrance Video

Graphics and Slide Text: video: Maya\_LEFT\_Entrance



Navigation + Interactivity:

Next slide appears at end of video

Narration/Voiceover/Sound FX: water\_dripping\_in\_cave\_loop, footsteps-caves-foot-cave-wet-walk

Animation: Video of Maya walking to left entrance

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Right Entrance Video

Graphics and Slide Text: video: Maya\_RIGHT\_Entrance



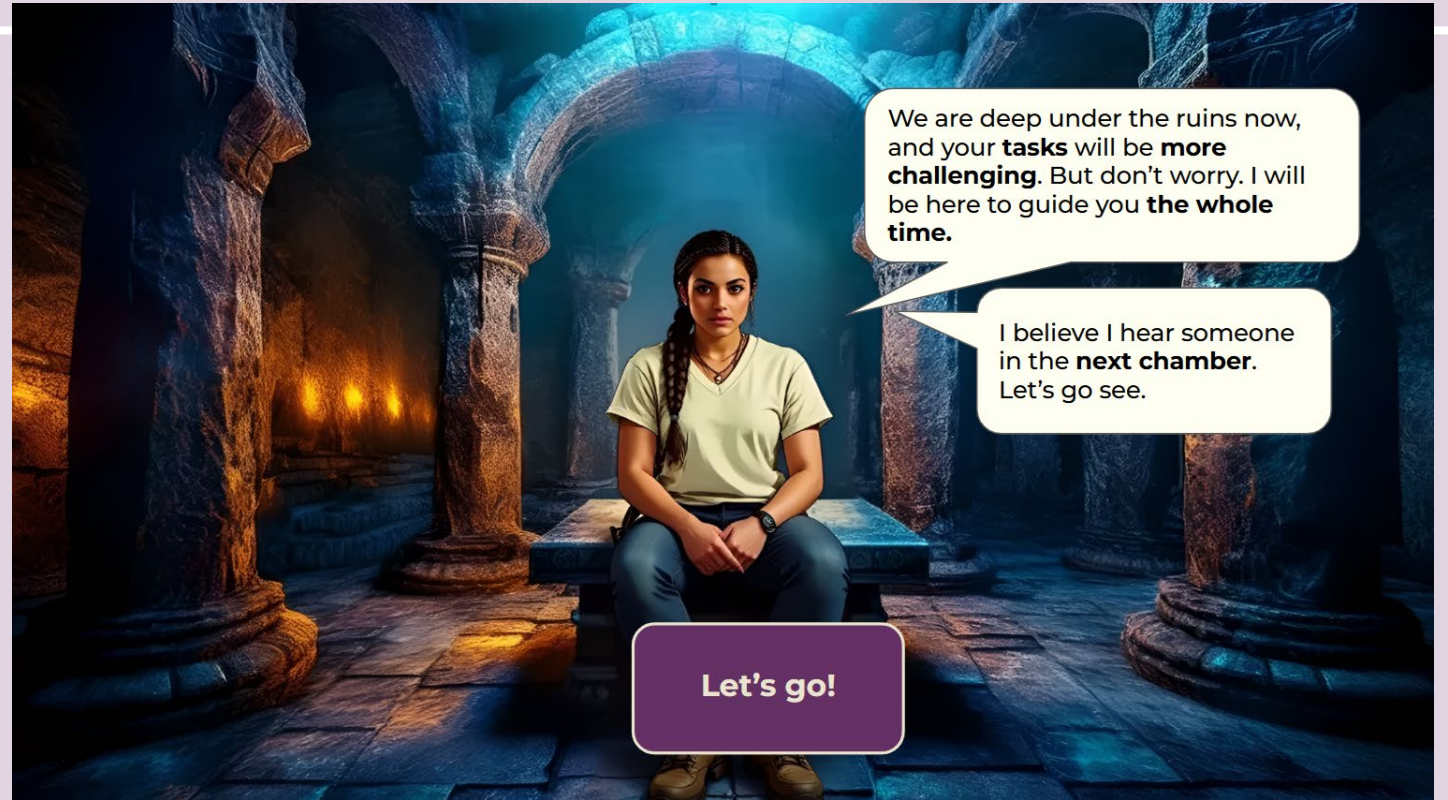
Navigation + Interactivity:	
Next slide appears at end of video	

Narration/Voiceover/Sound FX: water\_dripping\_in\_cave\_loop, footsteps-caves-foot-cave-wet-walk

Animation: Video of Maya walking to right entrance

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Let's go!

## Graphics and Slide Text:



**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Use fade from black transition

**Narration/Voiceover/Sound FX:** water\_dripping\_in\_cave\_loop

**Animation:** fade from black transition

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Namoi Intro

## Graphics and Slide Text:



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:** water\_dripping\_in\_cave\_loop

Use fade from black transition

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Naomi Mechanism

Graphics and Slide Text: Chain\_Door; Naomi\_face\_camera\_hand\_up



Navigation + Interactivity:  
ALL buttons shrink when clicked and then return to normal state  
  
Use fade from black transition

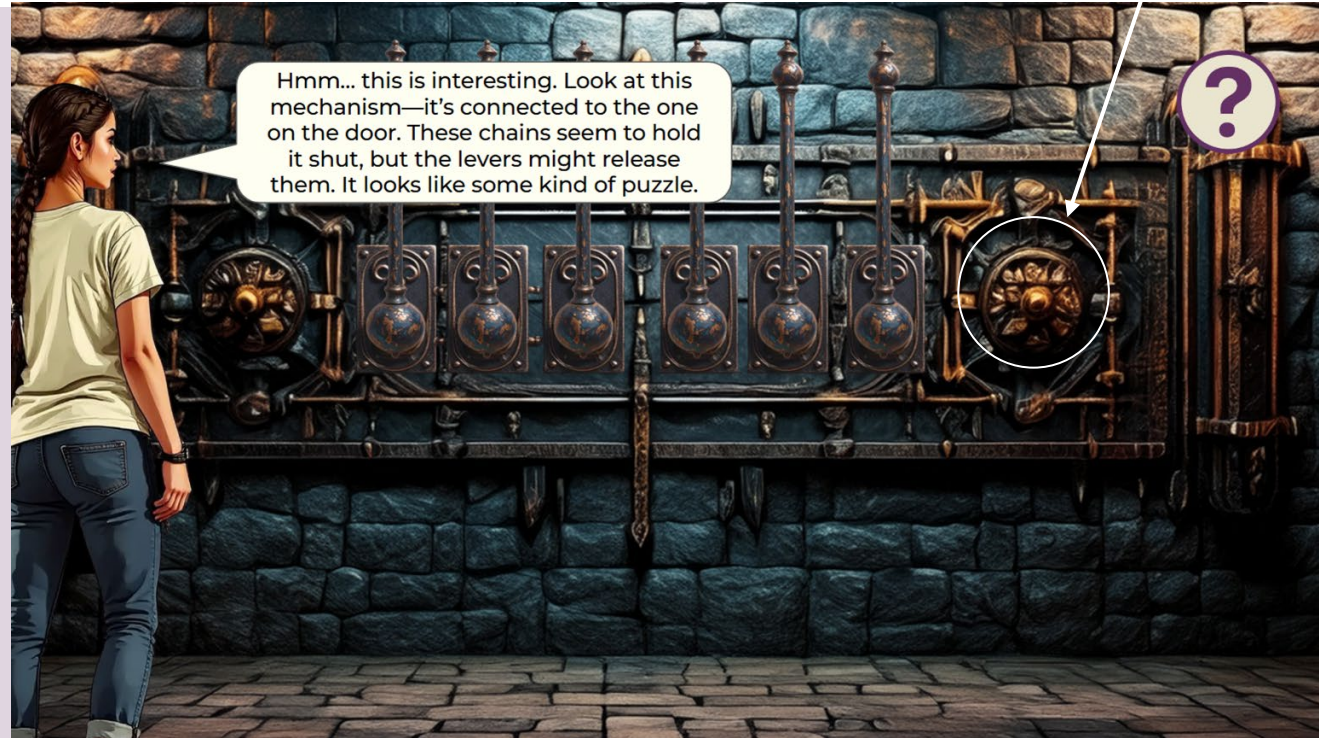
Narration/Voiceover/Sound FX: chains lightly clinking

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Lever Discovery

## Graphics and Slide Text: ALL\_levers\_UP

Hot Spot glows on hover and when clicked Scroll 1 appears



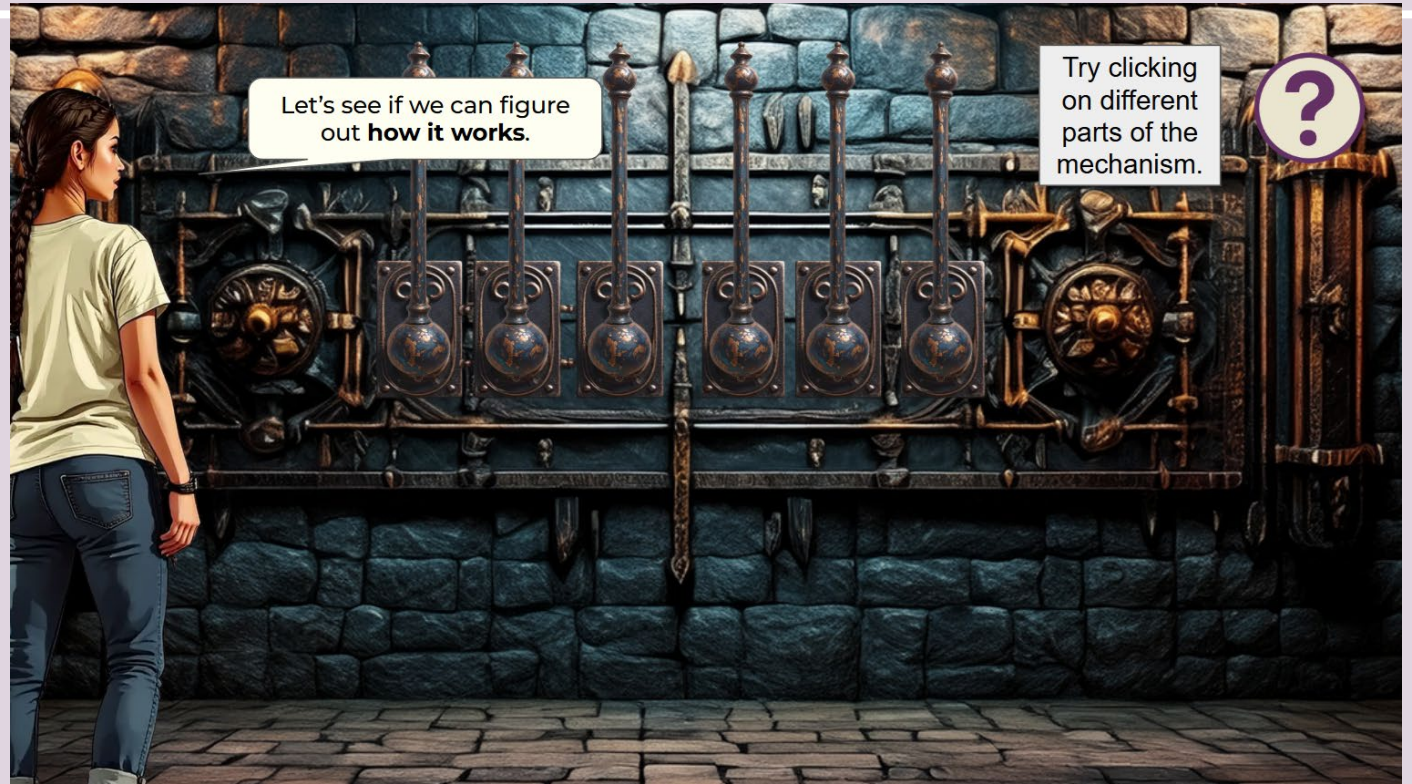
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	How Levers Work

## Graphics and Slide Text: ALL\_levers\_UP



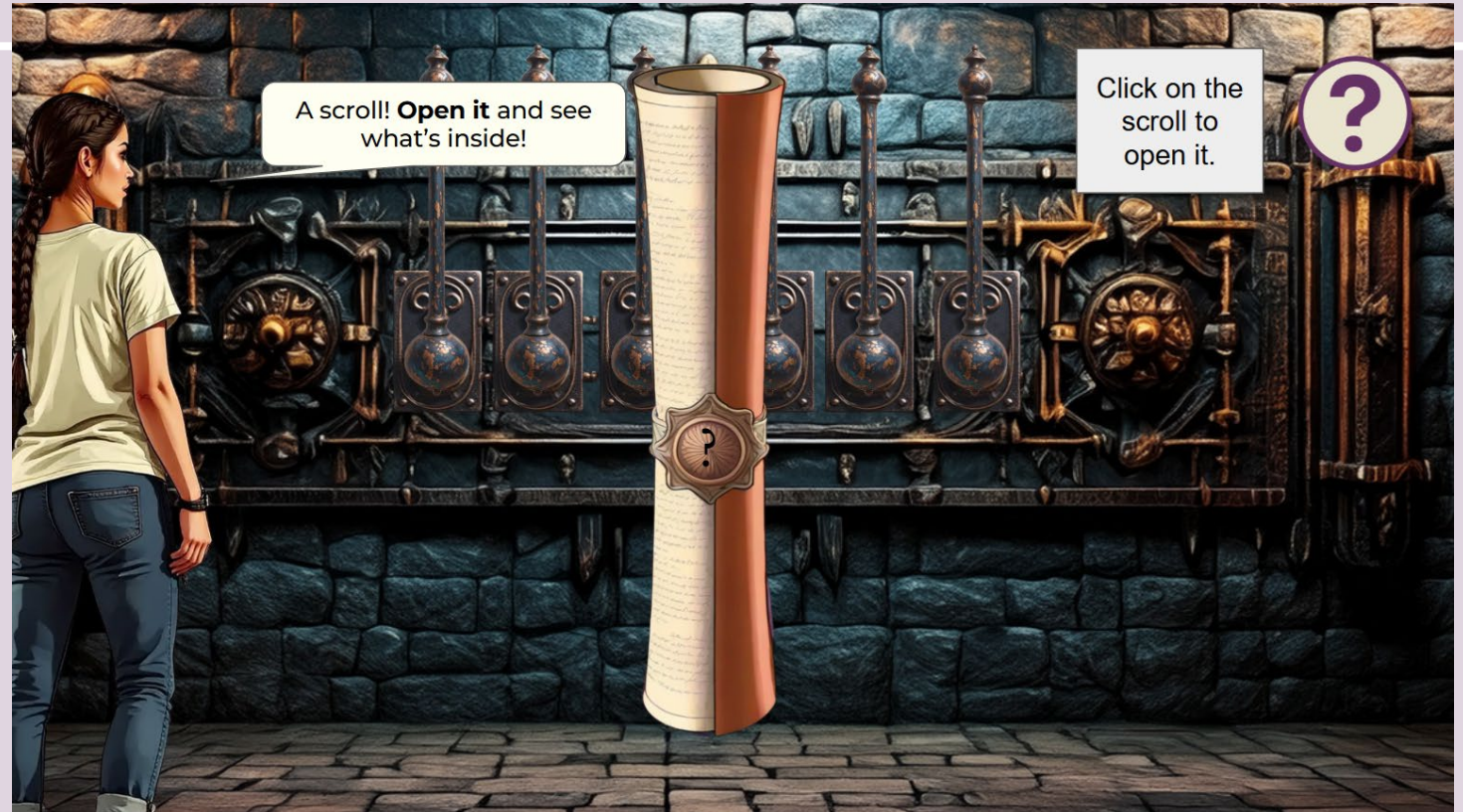
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	? Scroll

## Graphics and Slide Text: ALL\_levers\_UP



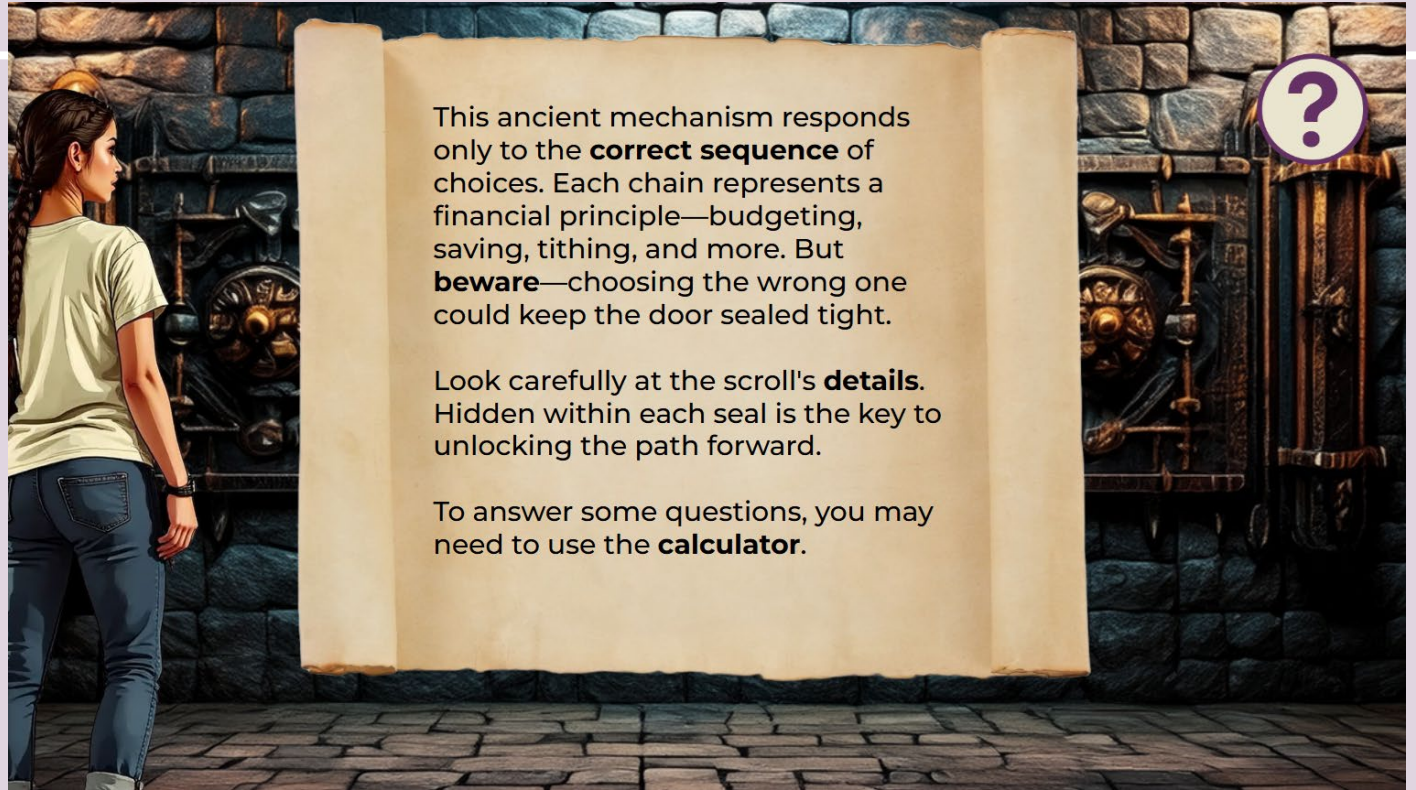
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Scroll Directions

## Graphics and Slide Text: ALL\_levers\_UP



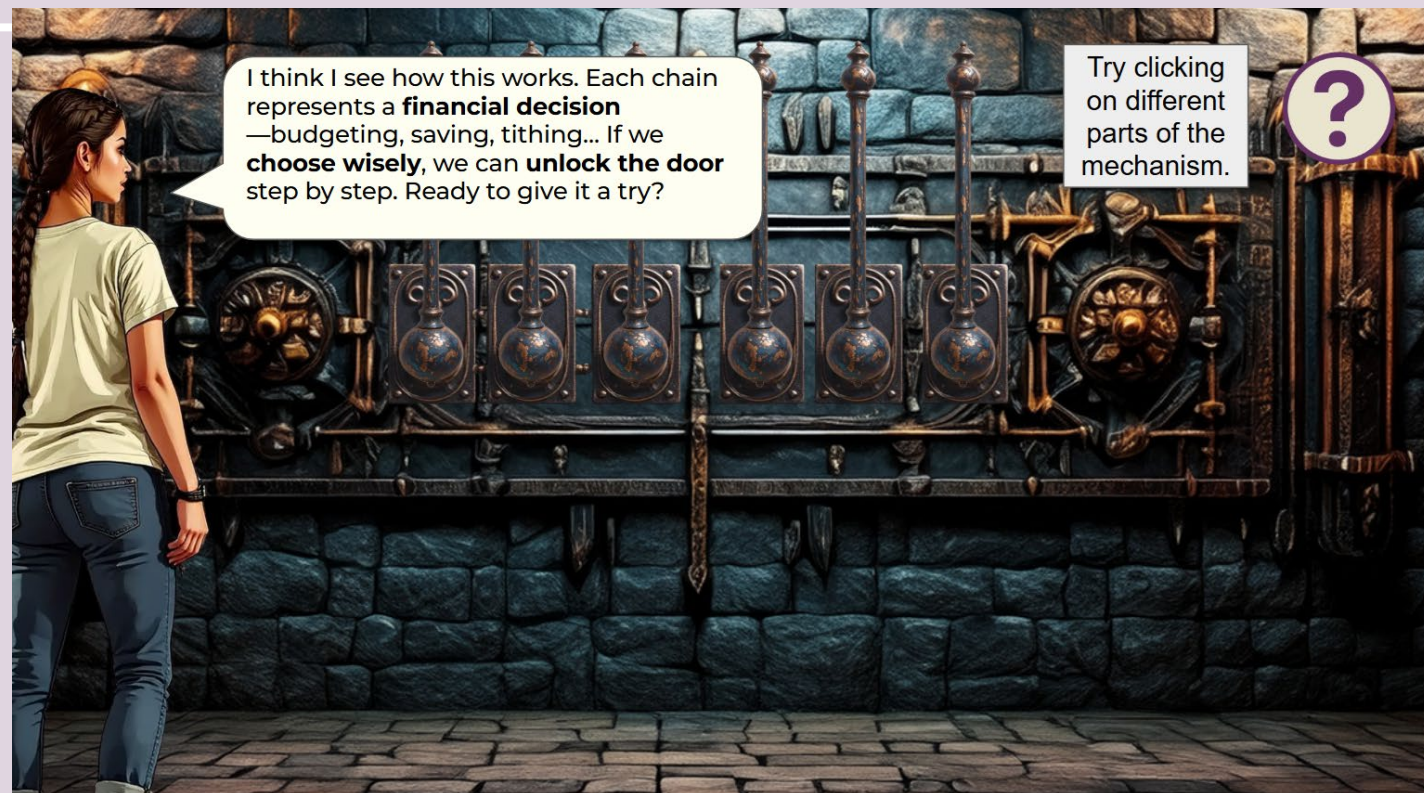
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Click For Scroll

## Graphics and Slide Text: ALL\_levers\_UP



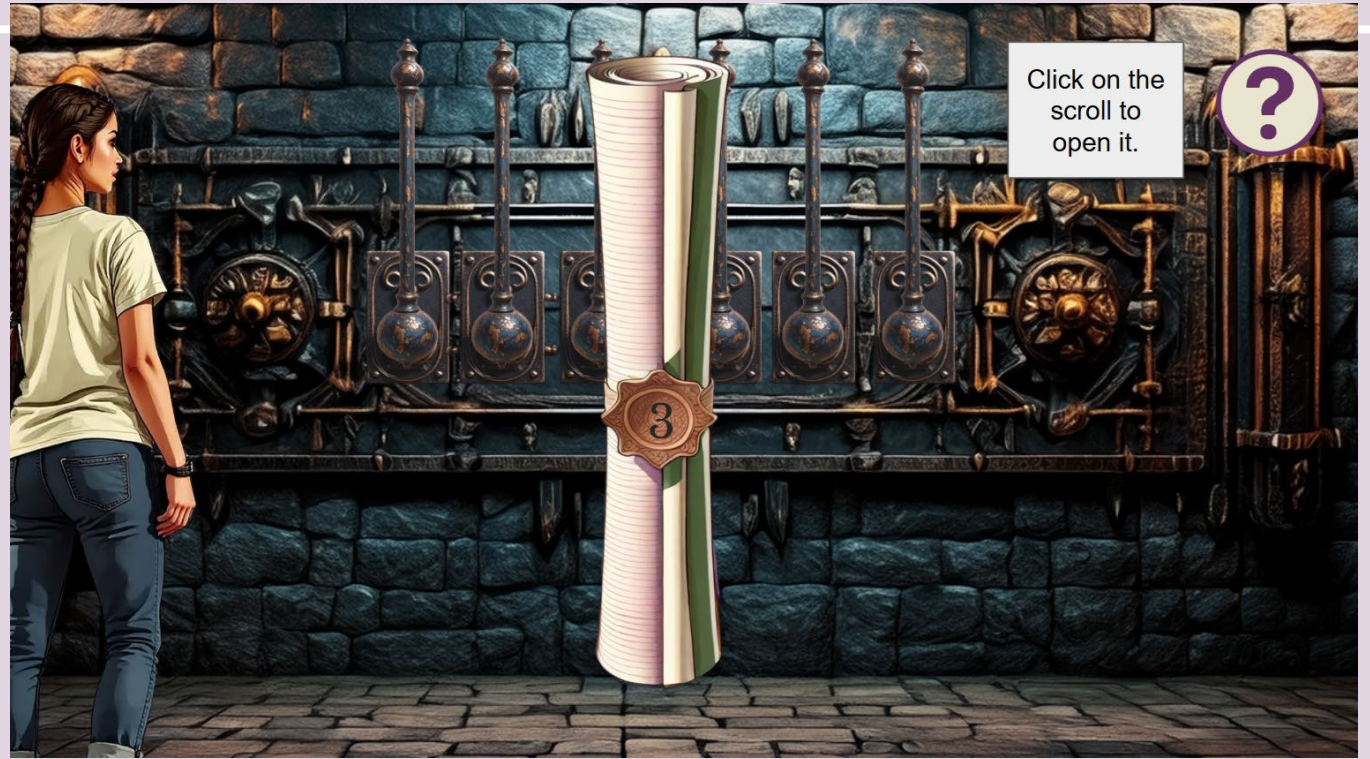
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Scroll 3

## Graphics and Slide Text: ALL\_levers\_UP



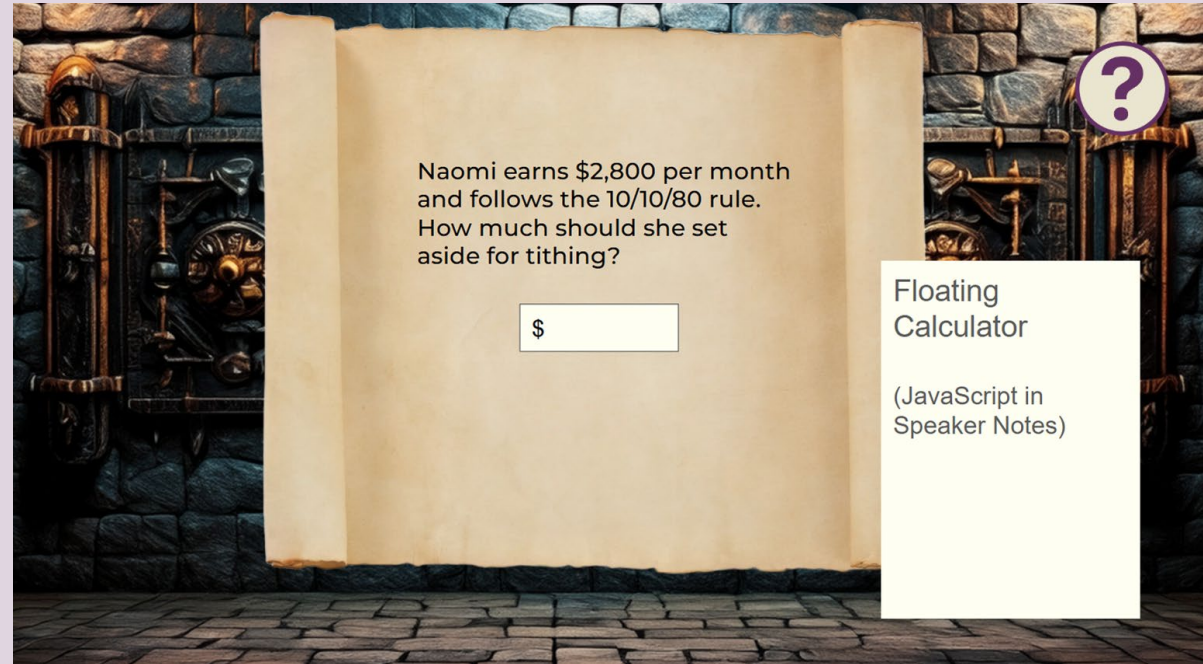
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Scroll 3 Question

## Graphics and Slide Text: ALL\_levers\_UP



### Navigation + Interactivity:

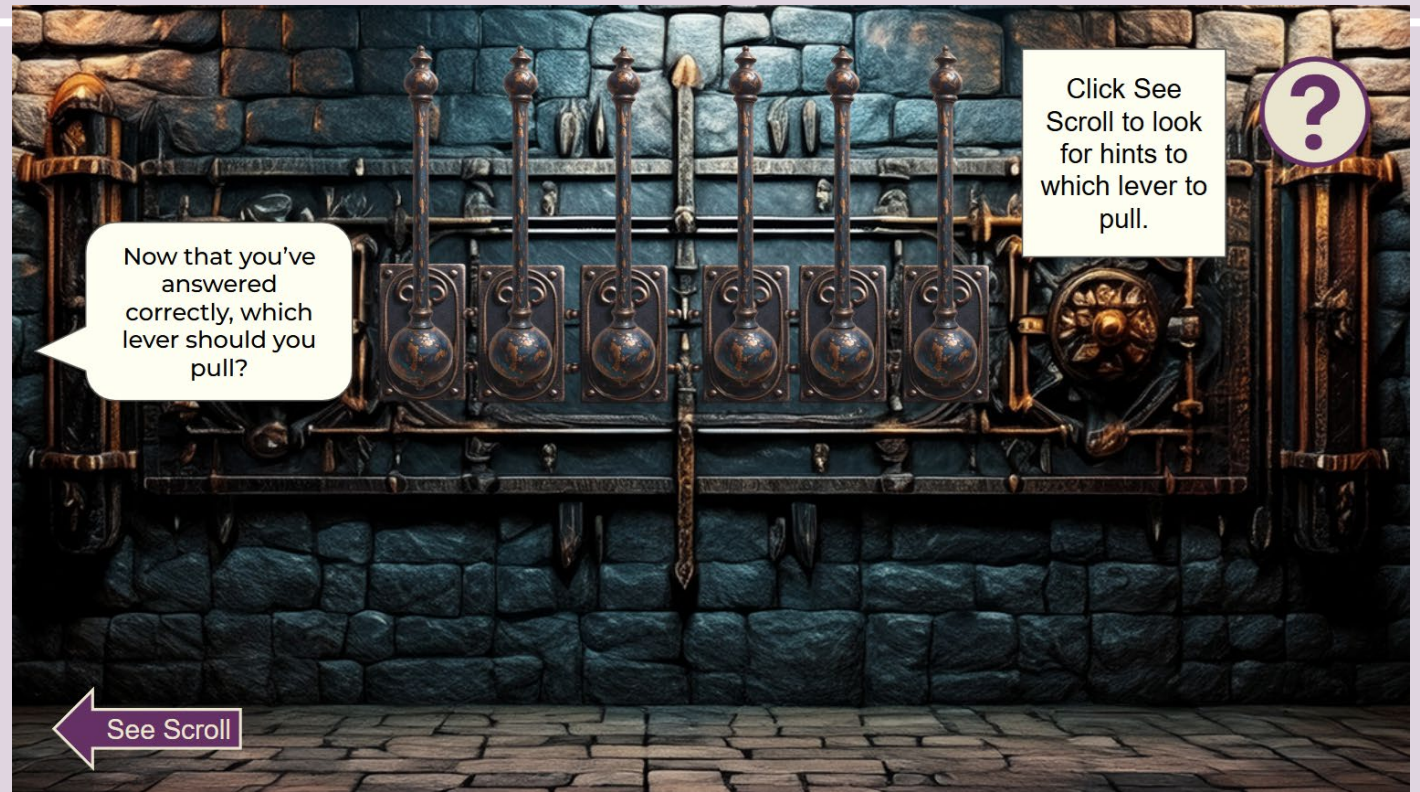
When learner clicks on ? Icon, "Try dividing the monthly amount by 10." appears.

### Narration/Voiceover/Sound FX:

### Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: ALL\_levers\_UP



**Navigation + Interactivity:**  
 If the learner clicks the ? icon “Click ‘See Scroll’ to find a hint about which lever to pull” will appear in a hover box.

When learner clicks See Scroll button, the learner is sent to Scroll 3 Reexamination slide.

If learner pulls lever 3, move to It’s Working slide

**Narration/Voiceover/Sound FX:** If the learner clicks on any lever other than lever 3, a rumble sounds

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Scroll 3 Reexamine

**Navigation + Interactivity:**  
When learner clicks the scroll, they are directed to Lever 3 Down slide

### Graphics and Slide Text:

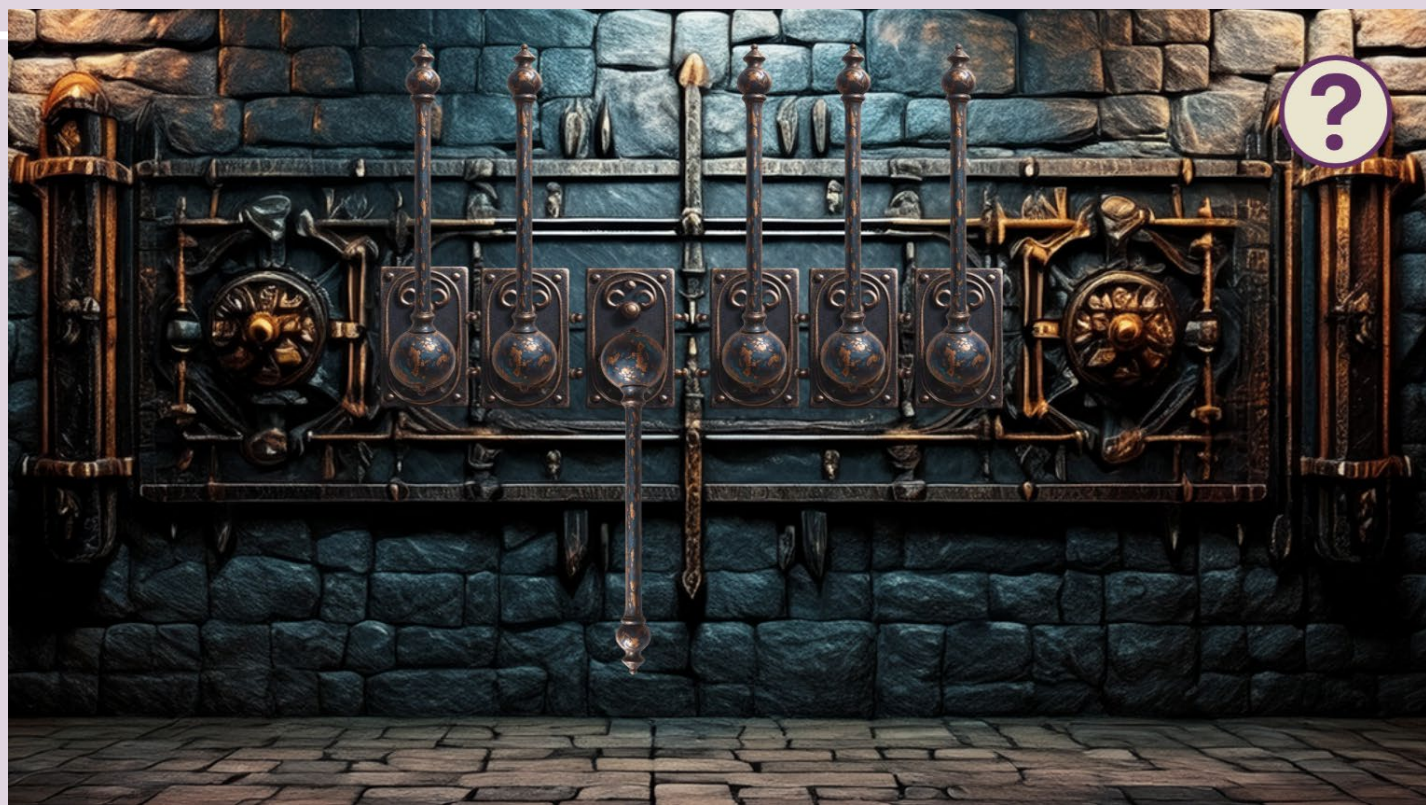


**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Lever 3 Down

## Graphics and Slide Text: Lever\_3\_Down



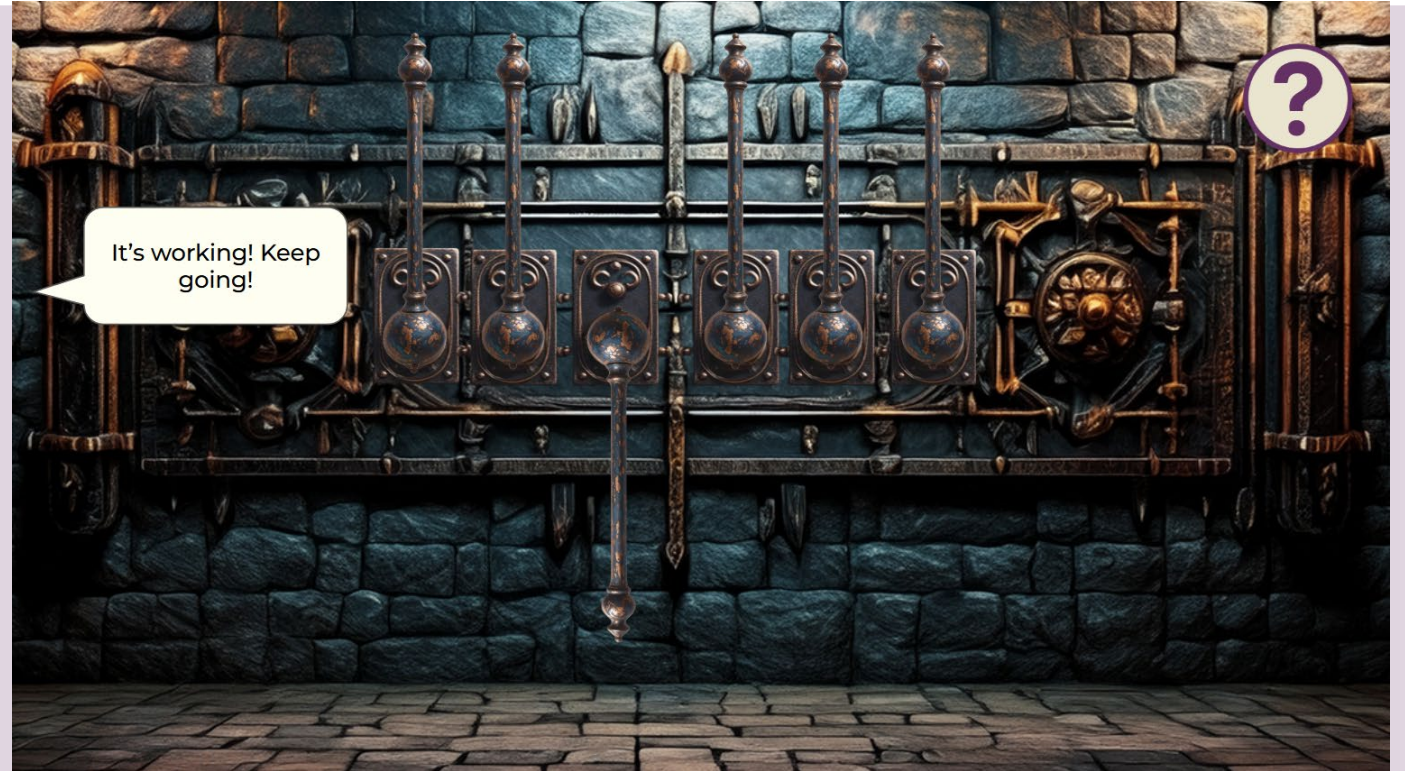
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:** The sound of chains and a mechanism moving can be heard.

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	It's Working

## Graphics and Slide Text: Lever\_3\_Down



**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Learner clicks on area to make scroll 2 appear

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Graphics and Slide Text:

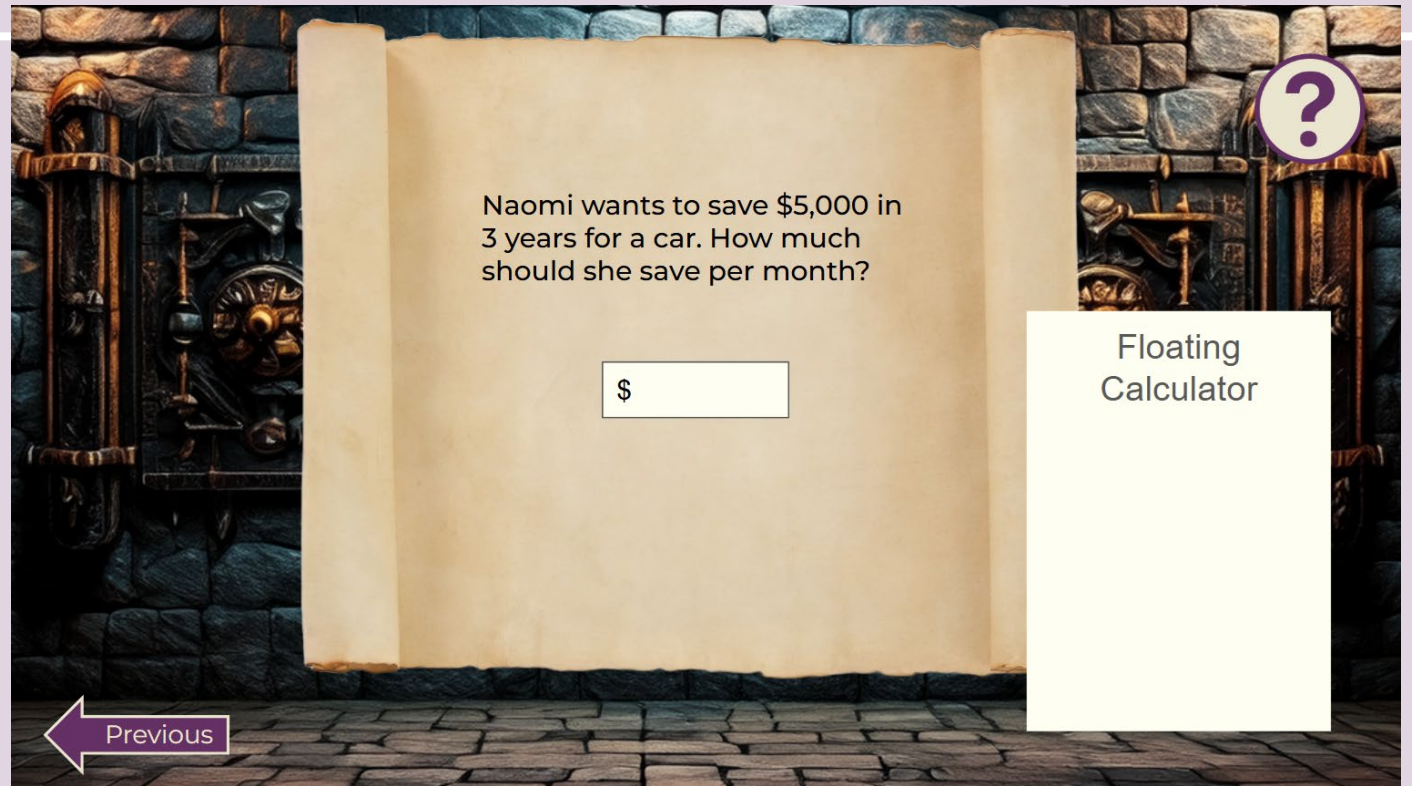


Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

### Graphics and Slide Text:



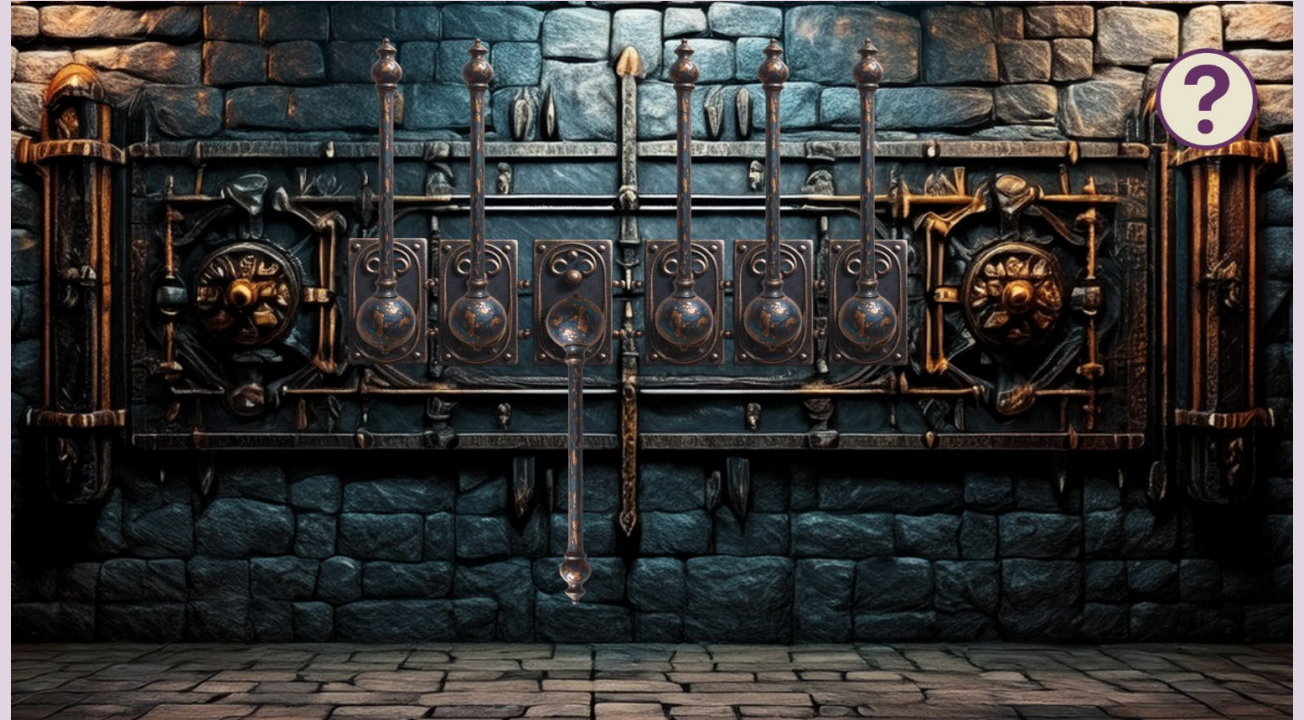
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**  
 If learner clicks Previous, the sound of a scroll being rolled up is played.

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Lever\_3\_Down



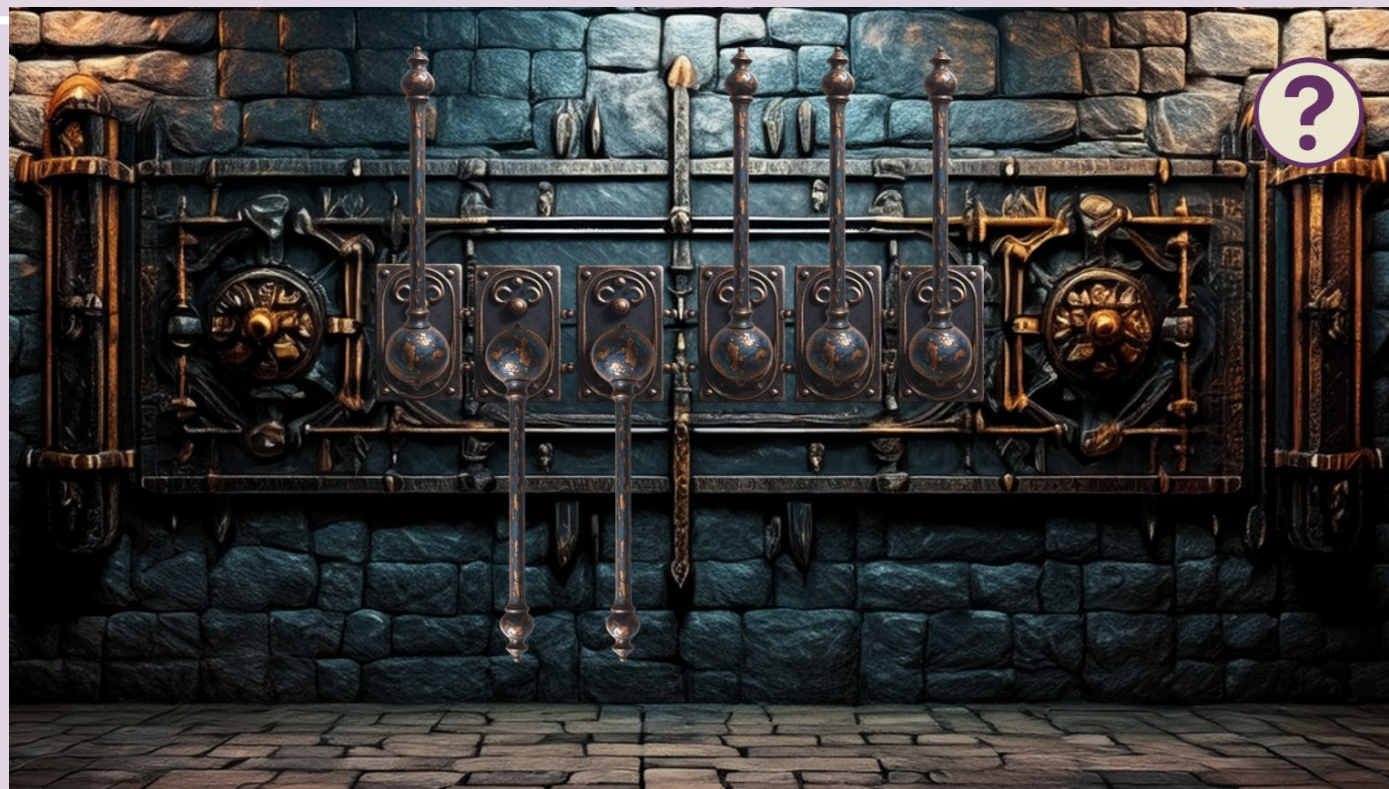
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_23\_Down



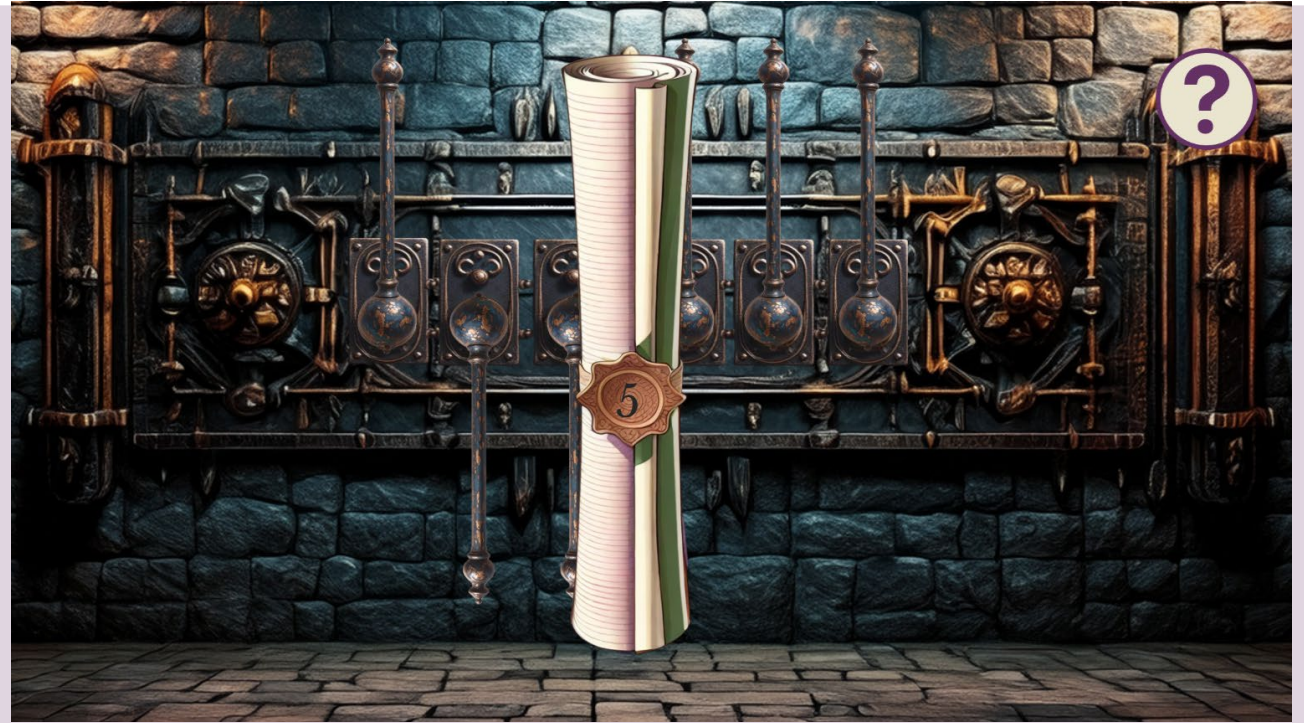
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

Graphics and Slide Text:



Navigation + Interactivity:  
ALL buttons shrink when clicked and then return to normal state

Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

Previous

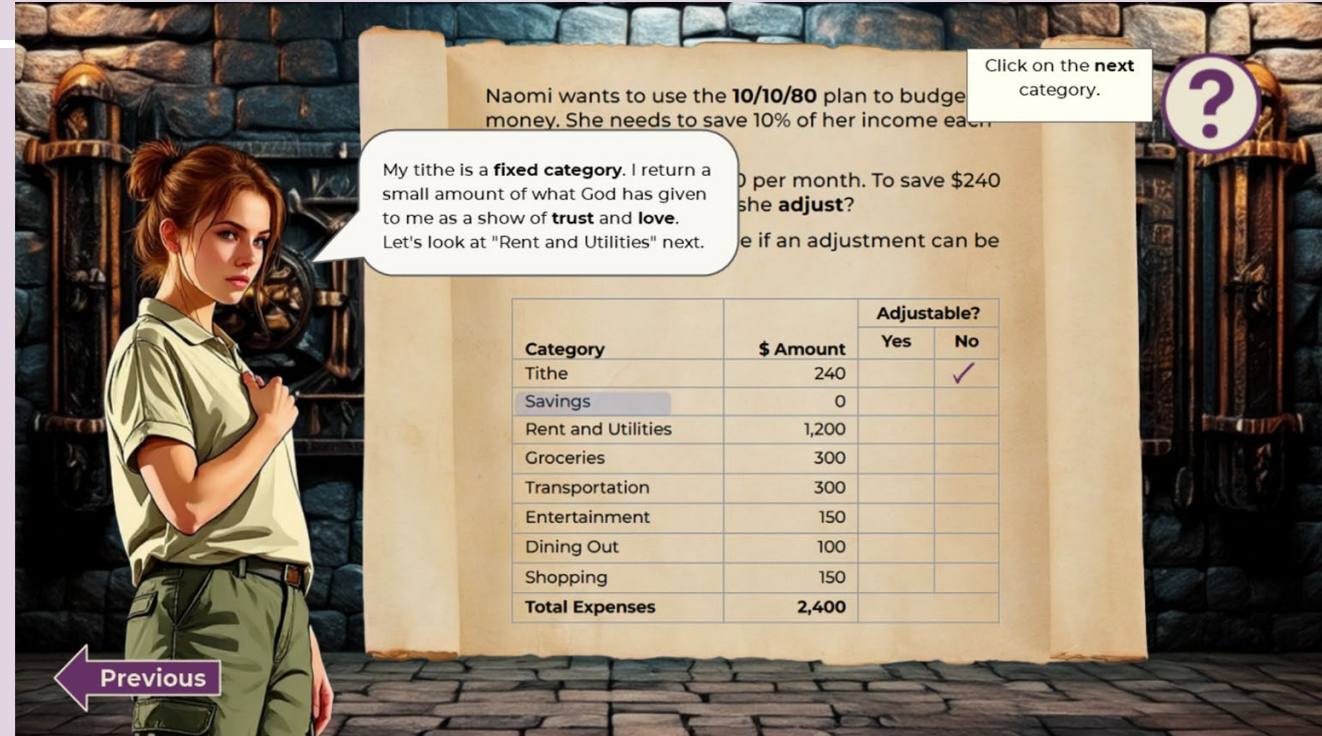
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	Savings

Graphics and Slide Text: MMS1:Images:Naomi\_hand\_on\_heart; MMS1:Images:open\_scroll;MMS1:Images:setting:mechanism\_background



**Navigation + Interactivity:**  
 Previous button changes to selected state when clicked  
  
 Click Question Icon to toggle the hint show/hide  
  
 Transparent button over savings: when clicked, slide advances to Rent & Utilities slide

Narration/Voiceover/Sound FX: MMS1:Audio: inherit

Animation: Speech bubble, speech bubble text appear on 1 second timer

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

My tithes is a fixed category. I return a small amount of what God has given to me as a show of trust and love.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		X
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I have a **fixed** lease and utility costs. There's no way to change this for now.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		X
Groceries	300		
Transportation	300		
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I already grocery shop on a budget. I can't cut much here.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		X
Transportation	300		
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

### Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I need my car for work, and I'm trying to find adjustments to purchase a new car.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		X
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I love streaming services, gaming, and going to concerts. Maybe I can cut back on subscriptions or outings.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		
Entertainment	150	✓	
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

## Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

## Narration/Voiceover/Sound FX:

## Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I love streaming services, gaming, and going to concerts. Maybe I can cut back on subscriptions or outings.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		
Entertainment	150	✓	
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I eat out 3-4 times a week. It's convenient, but I know I could save money by cooking at home more often.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		
Entertainment	150		
Dining Out	100	✓	
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

I buy new clothes, accessories, and fun items each month. Maybe I could hold off on extra purchases.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,100		
Groceries	300		
Transportation	300		
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

Click on a category to see whether or not the category is adjustable.

This is for emergencies or small expenses. There's not much here to adjust.

Category	\$ Amount	Adjustable?	
		Yes	No
Tithe	240		
Rent and Utilities	1,200		
Groceries	300		
Transportation	300		
Entertainment	150		
Dining Out	100		
Shopping	150		
Miscellaneous	60		X
Total Expenses	2400		

**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

Naomi earns \$2400 each month. To save \$140/month, what should she adjust?

If I cancel some subscriptions, I can save \$75. I can reduce my shopping to \$50, and dining out to \$80 each month to save \$150. I can make adjustments along the way as long as I save at least \$140 each month for a new car.

It won't be easy, but the results will be worth it!

	Adjustable?	
	Yes	No
Rent and Utilities	1,200	X
Groceries	300	X
Transportation	300	X
Entertainment	150	✓
Dining Out	100	✓
Shopping	150	✓
Miscellaneous	60	X
Total Expenses	2400	

Floating Calculator

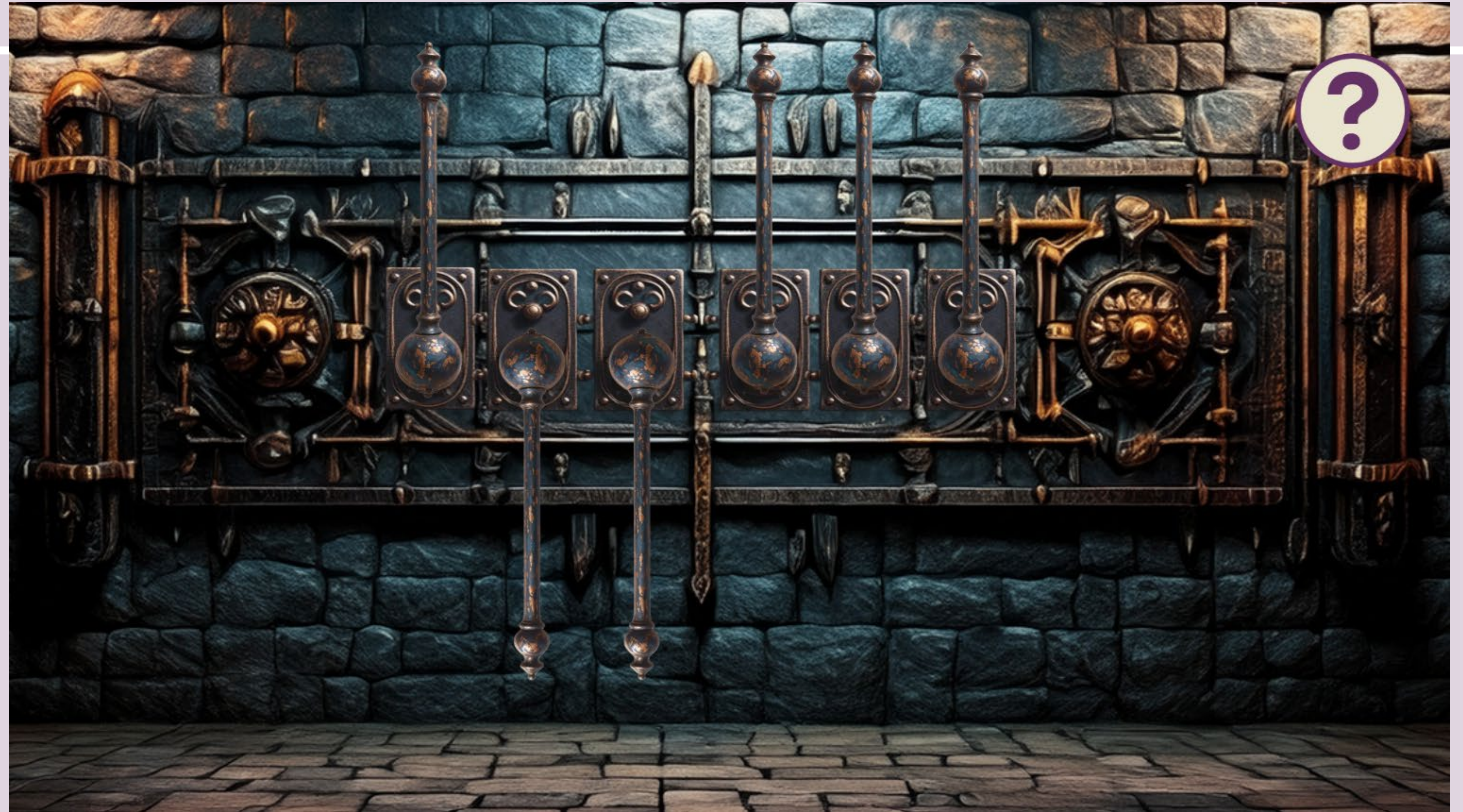
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_23\_Down



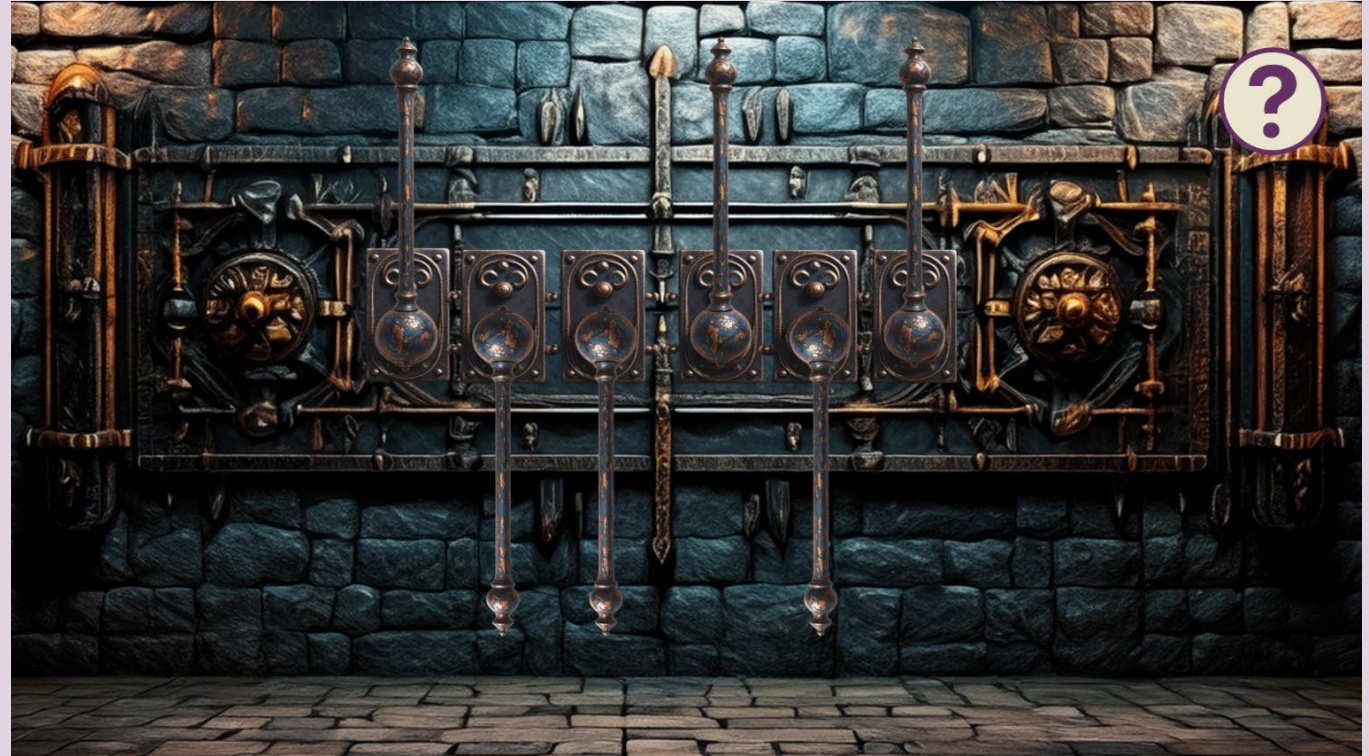
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_235\_Down



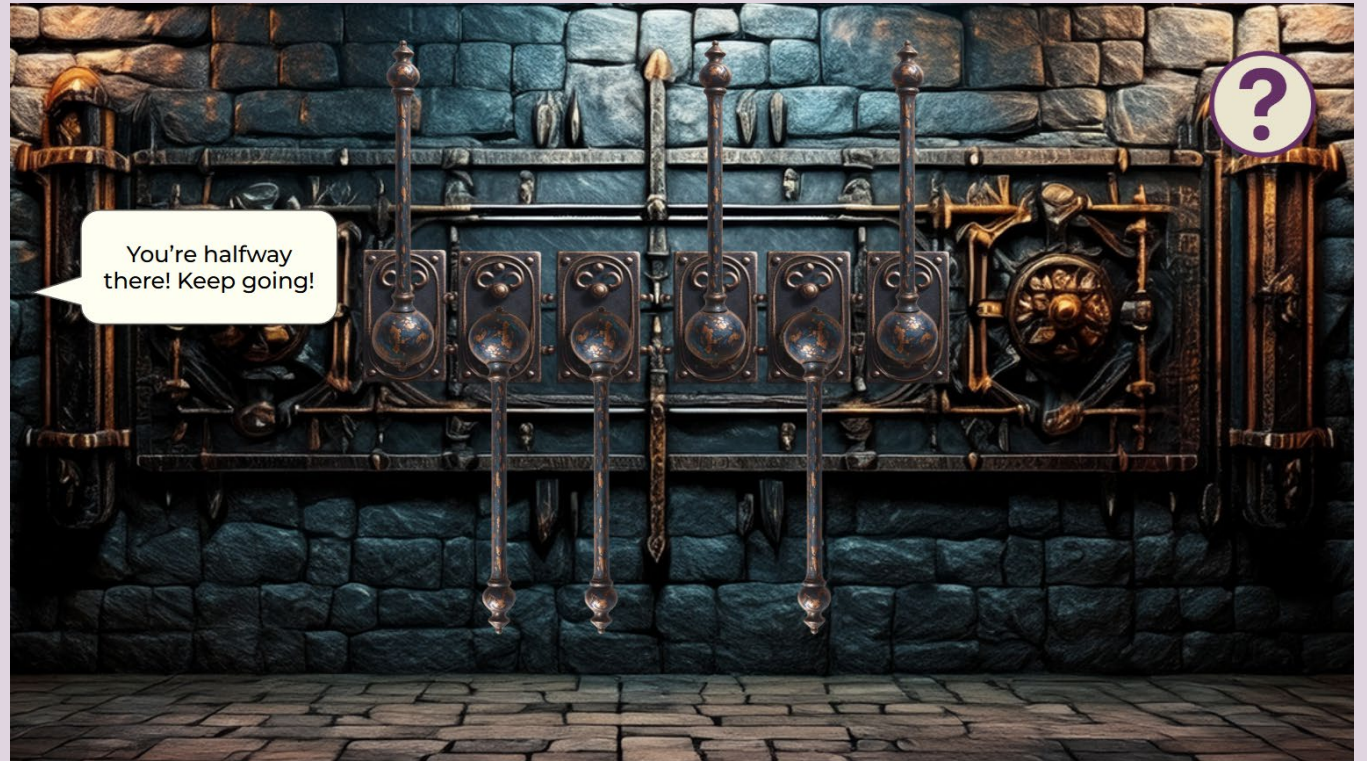
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_235\_Down



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

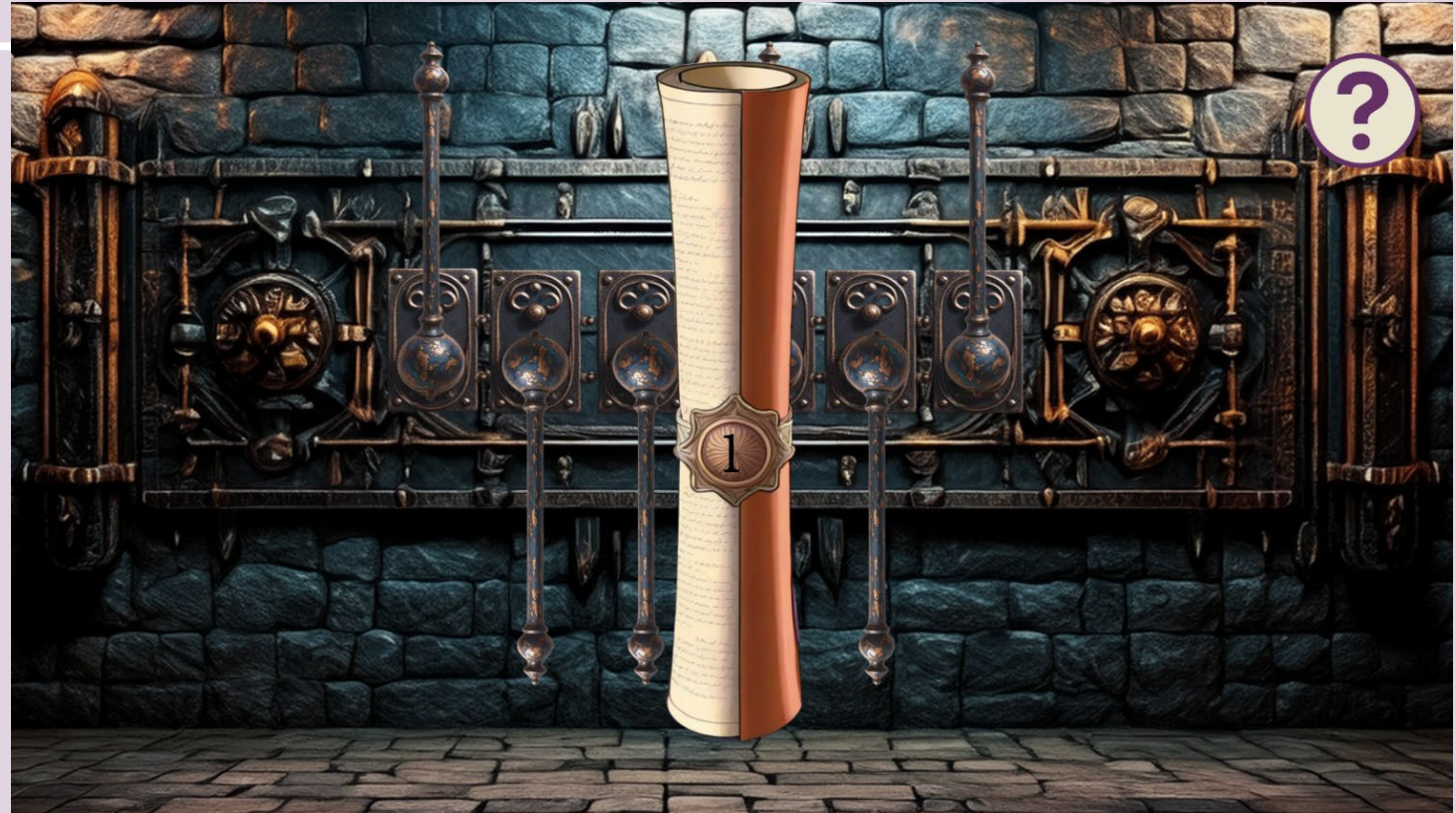
**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Graphics and Slide Text:

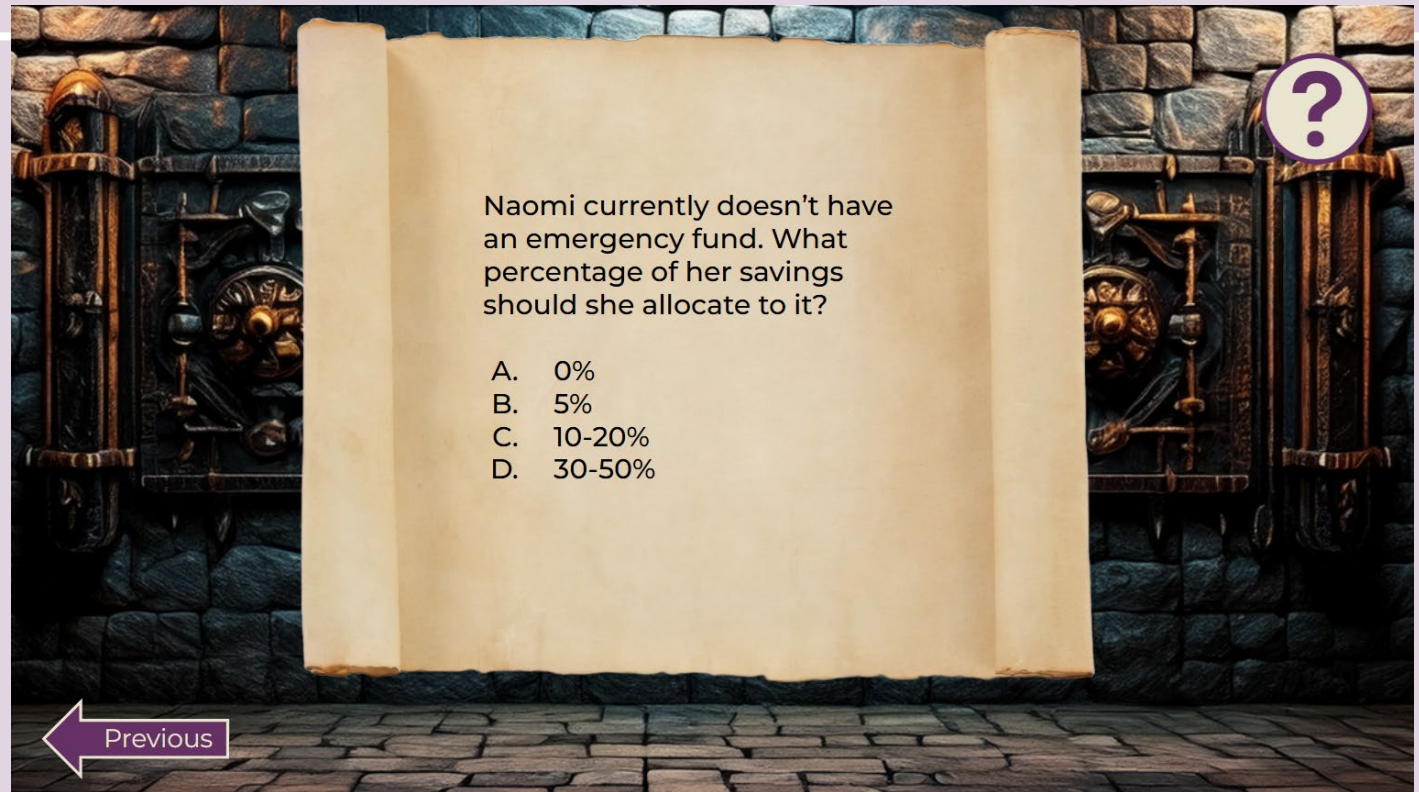


Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



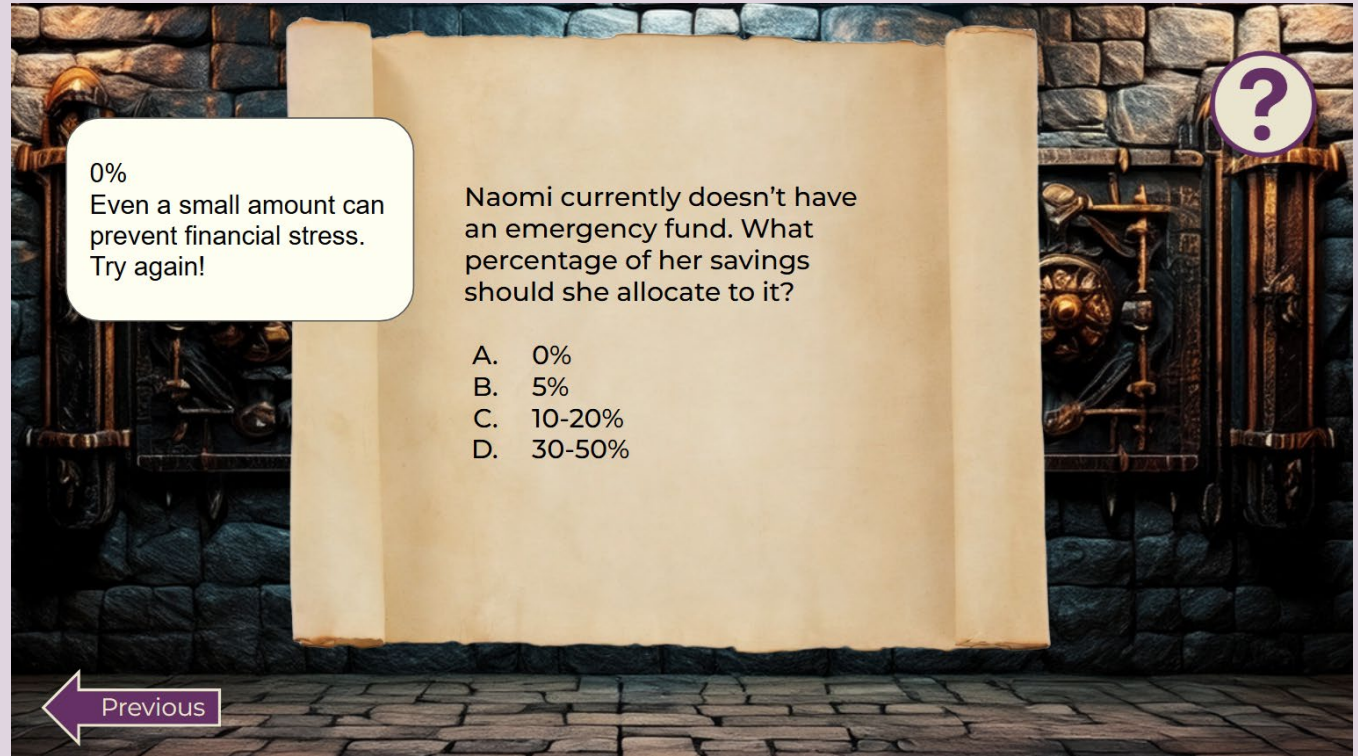
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



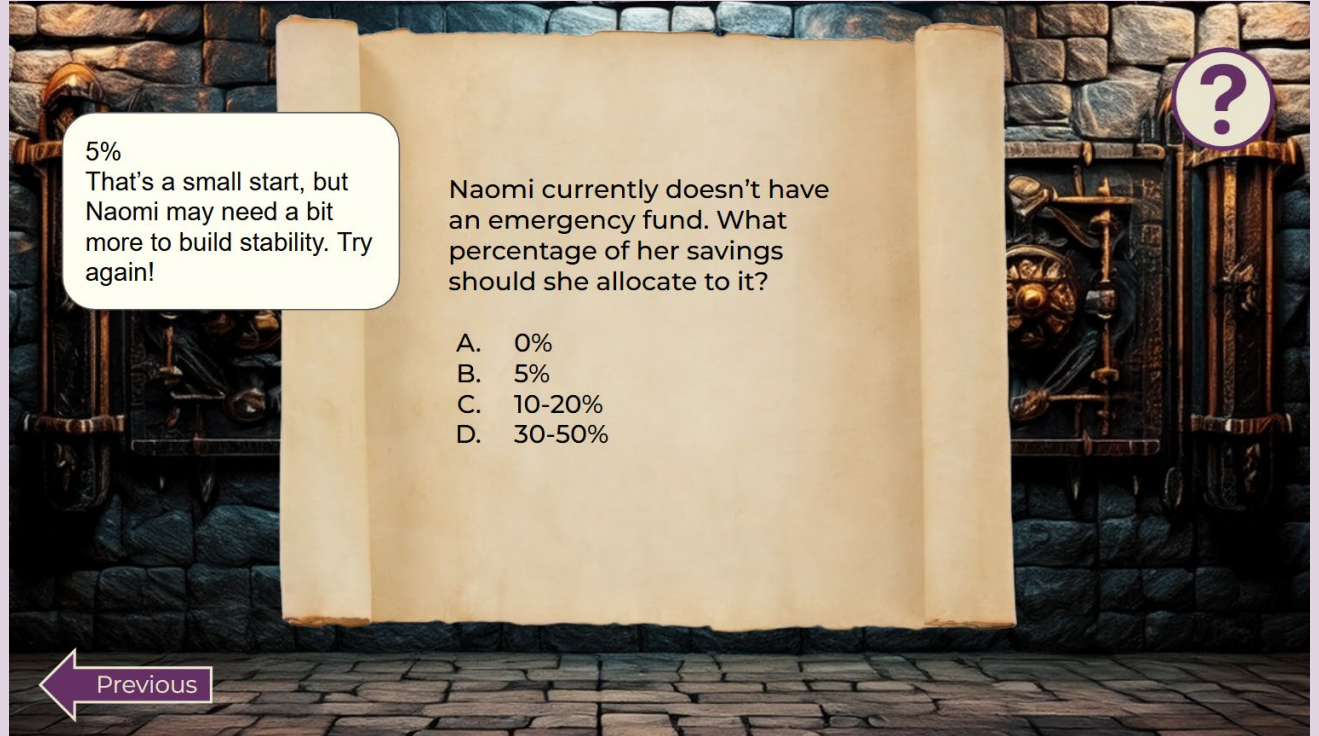
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

## Narration/Voiceover/Sound FX:

## Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

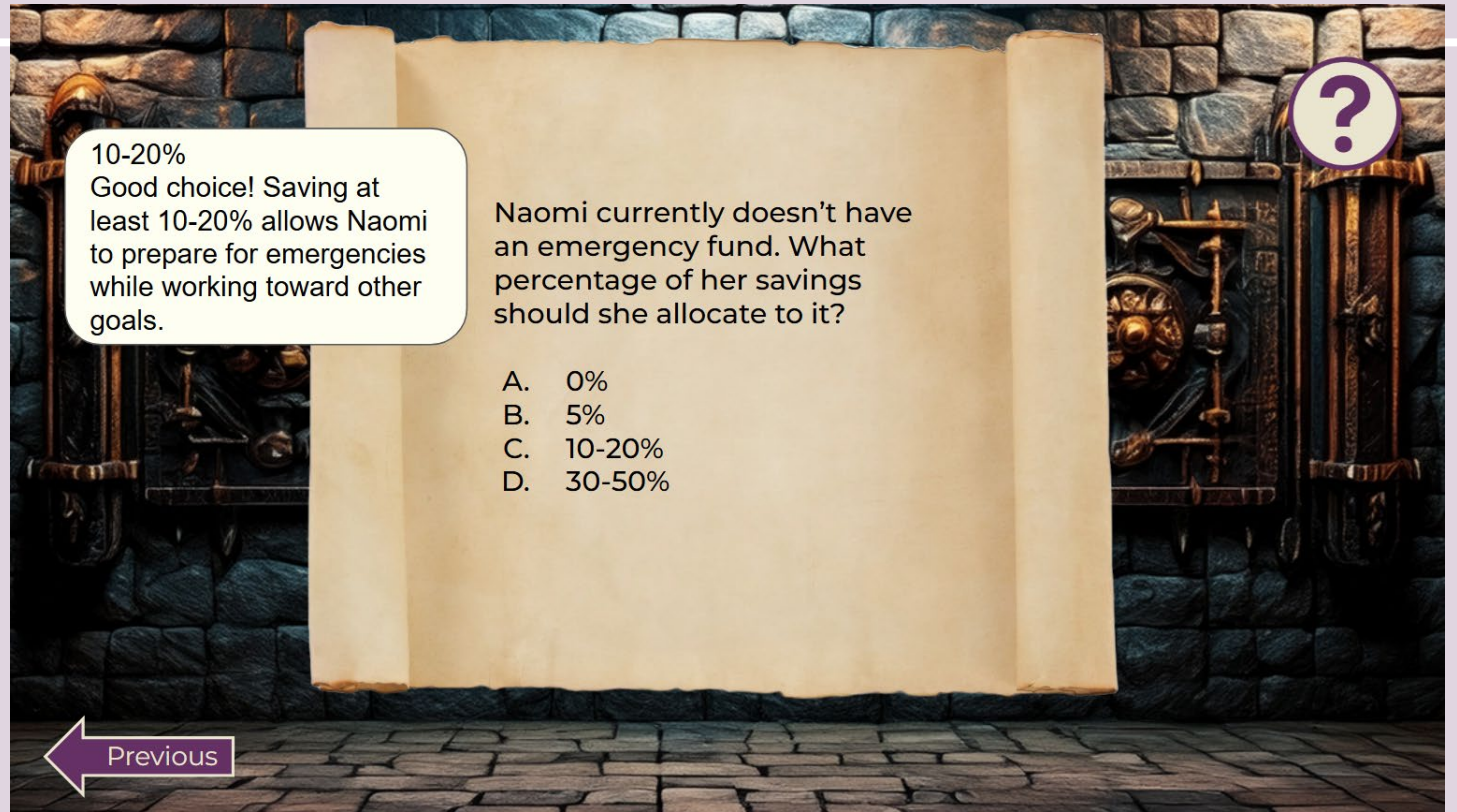
**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

## Graphics and Slide Text:

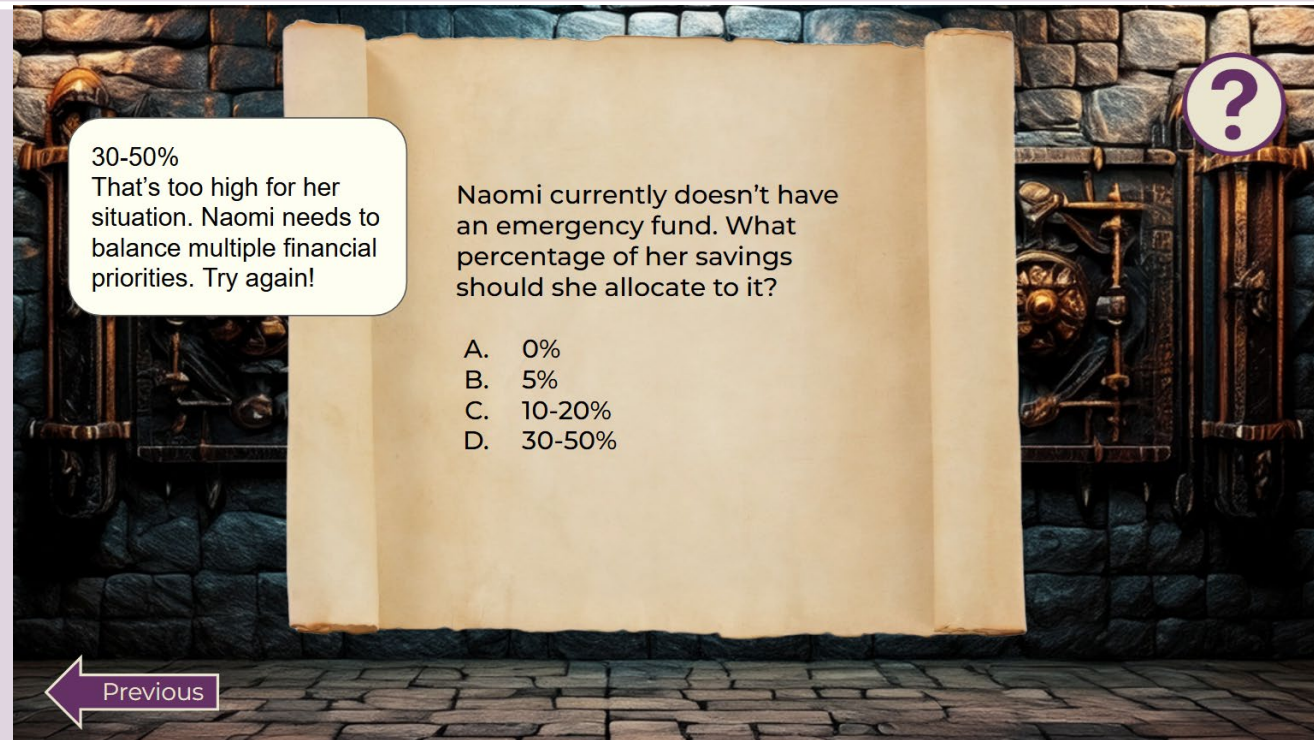


## Narration/Voiceover/Sound FX:

## Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



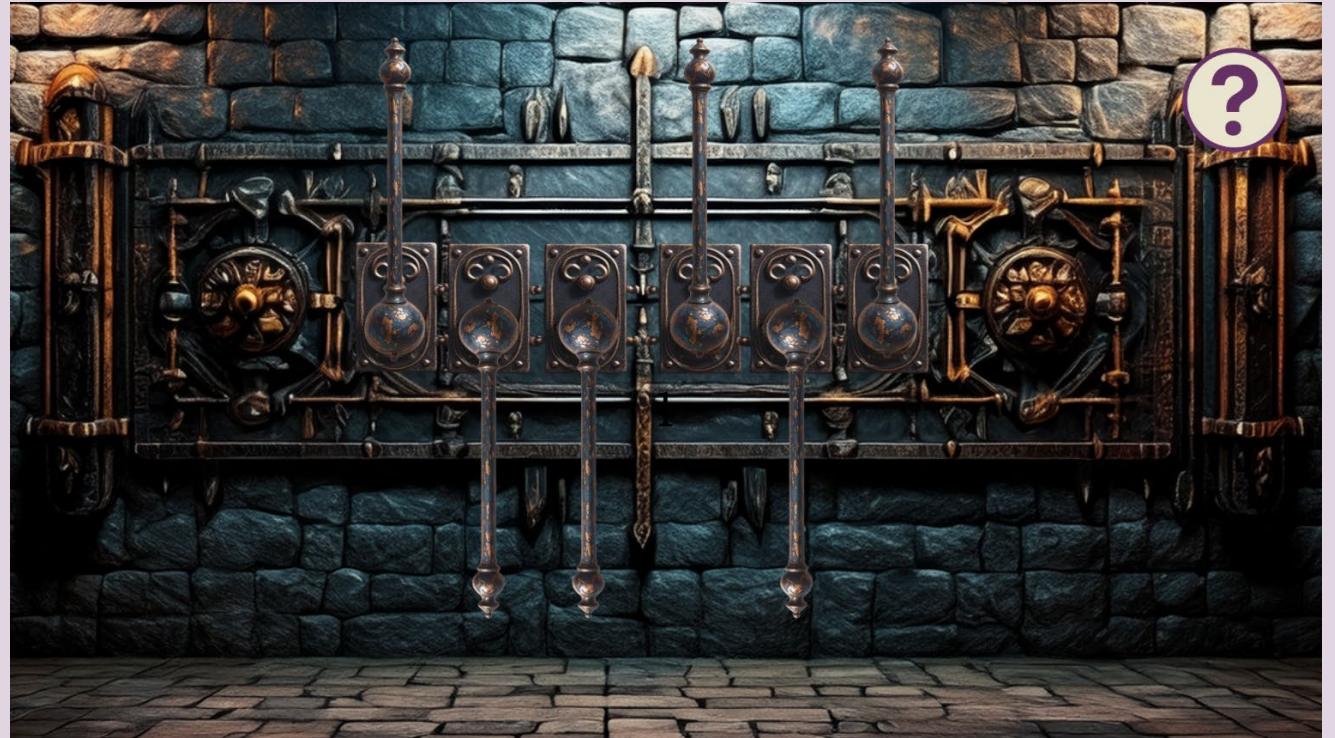
## Navigation + Interactivity:

ALL buttons shrink when clicked and then return to normal state

## Narration/Voiceover/Sound FX:

## Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	



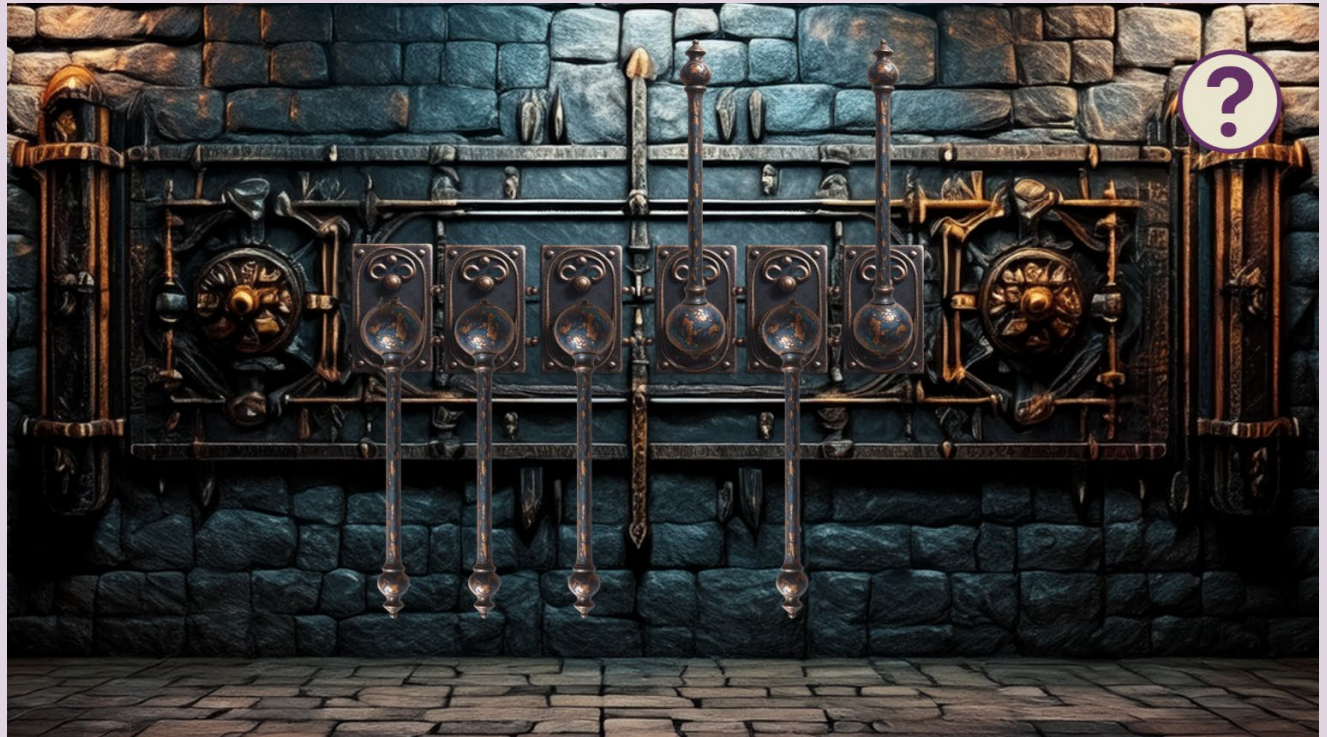
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_1235\_Down



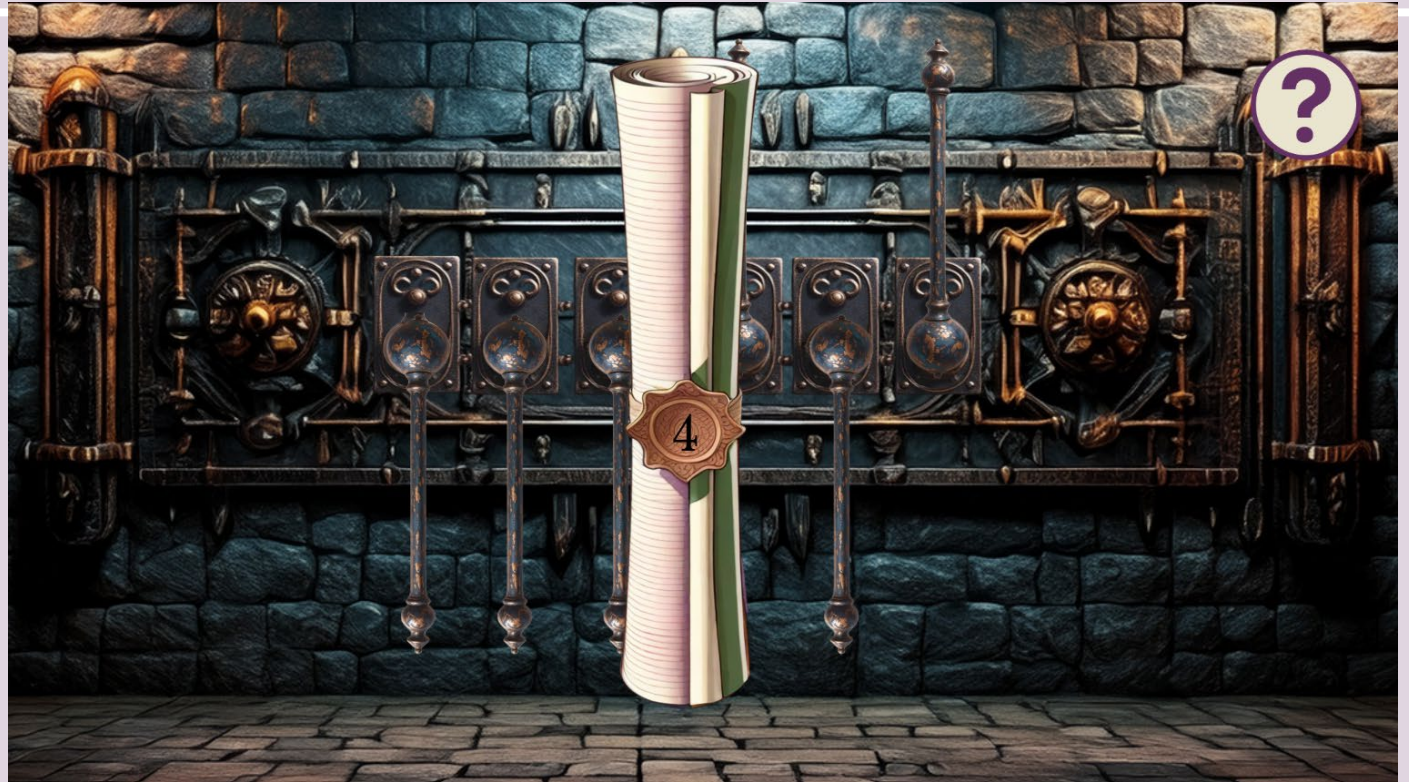
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

Graphics and Slide Text:



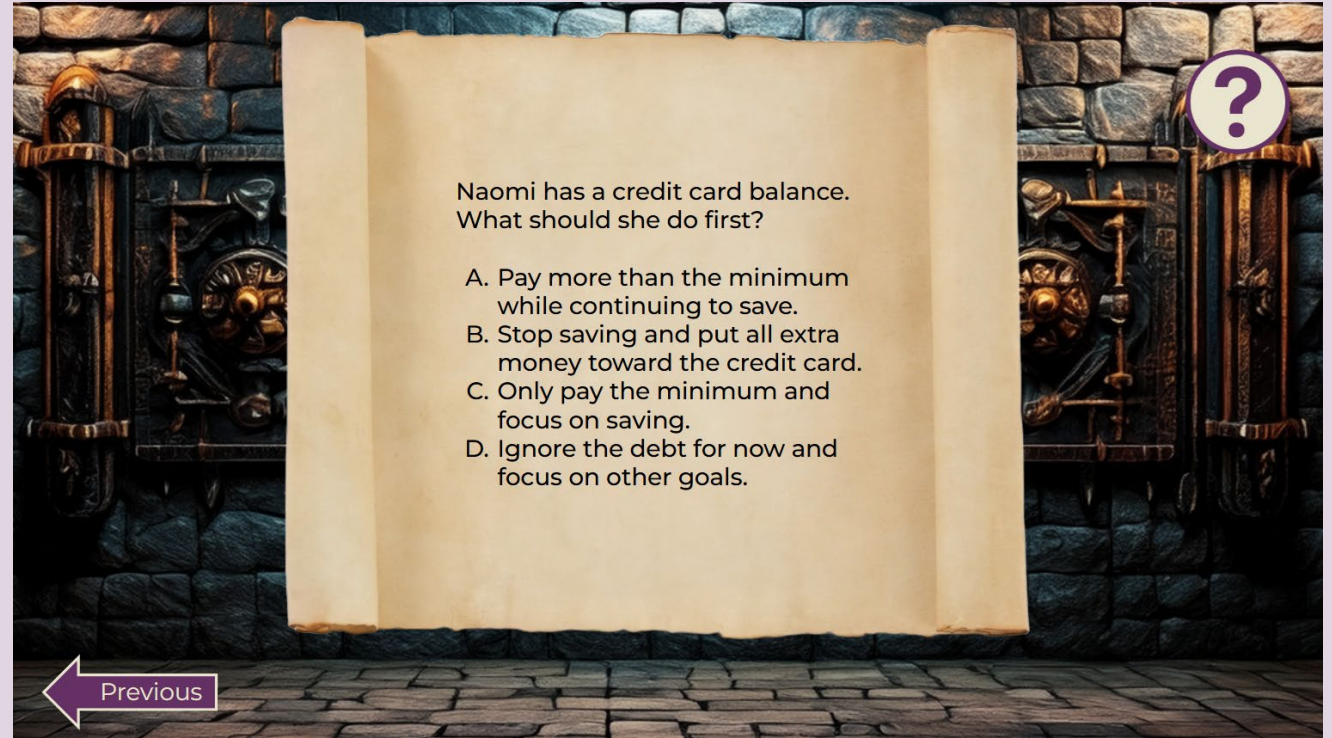
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



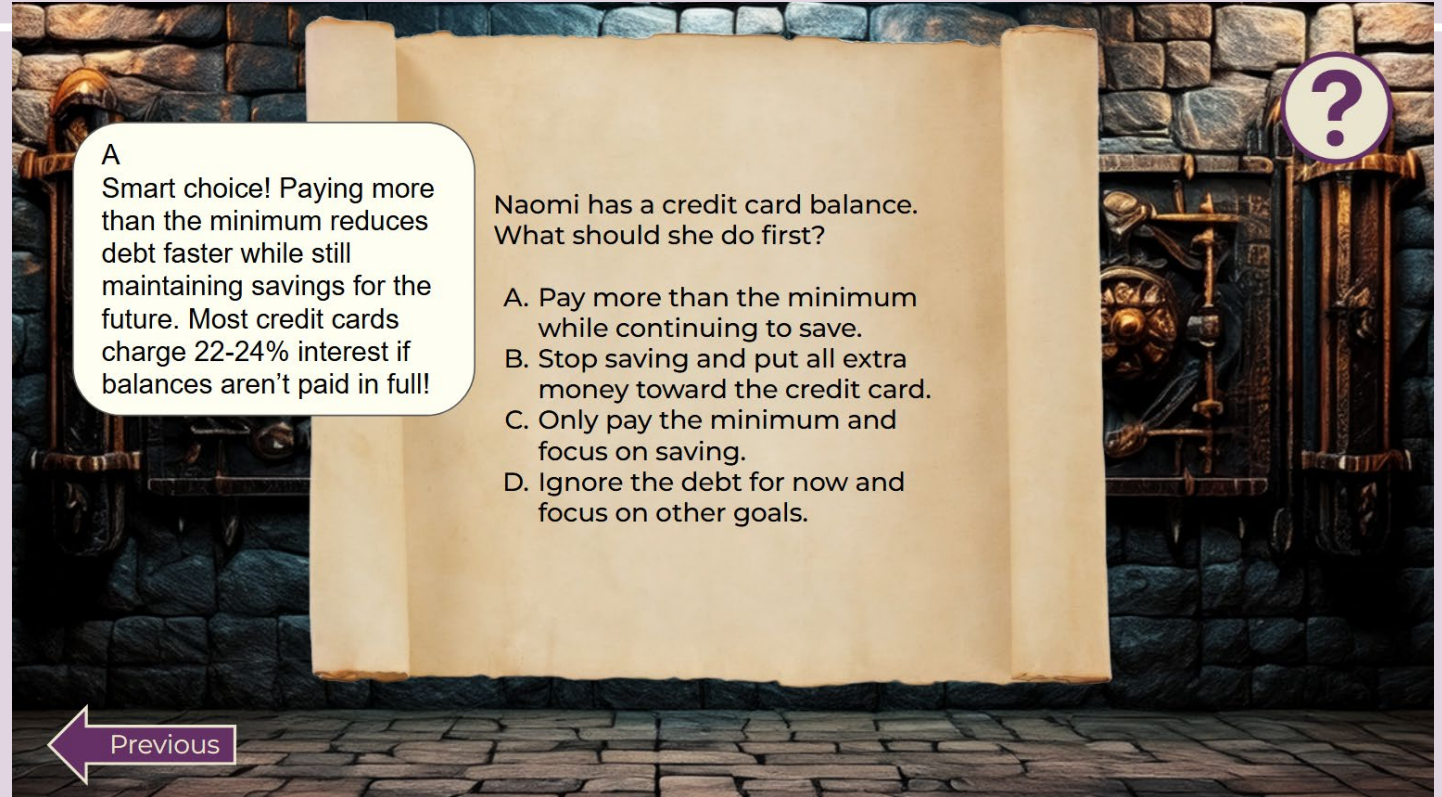
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



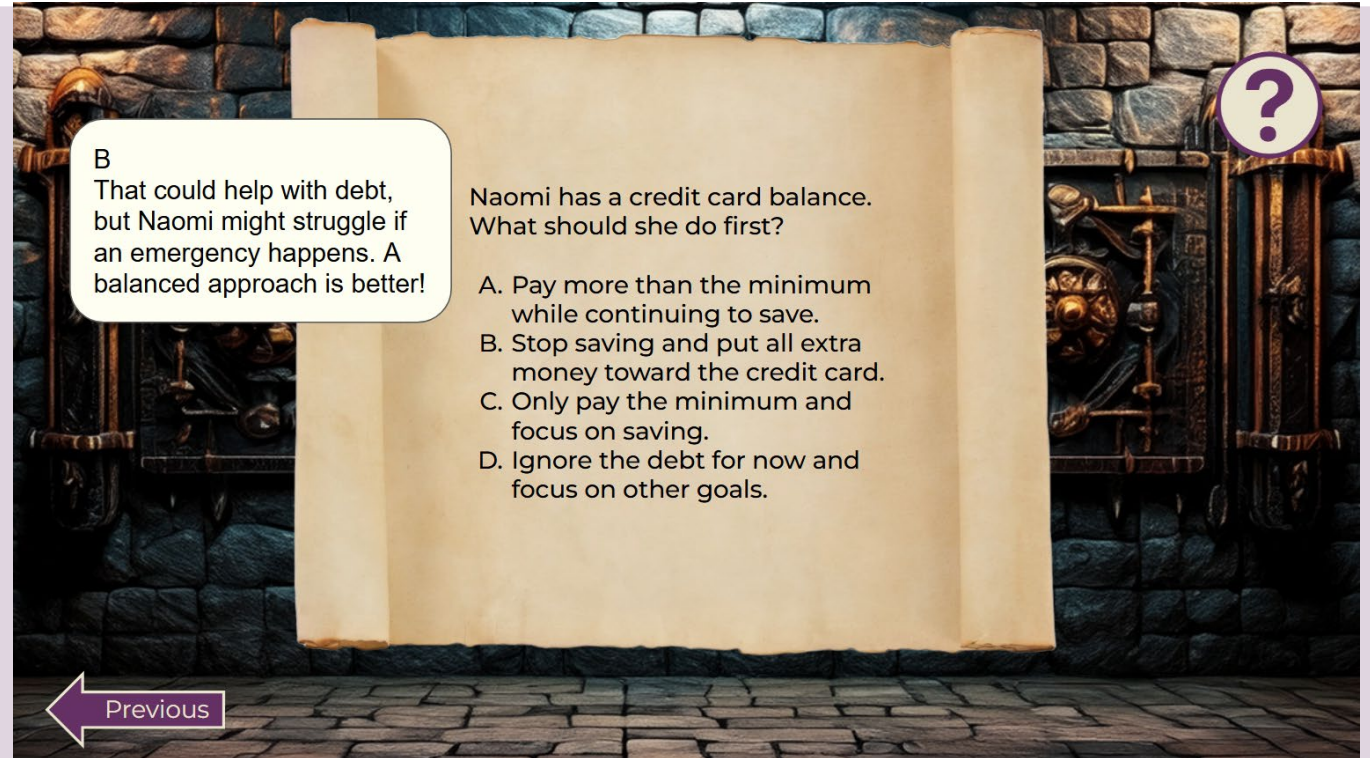
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:

C  
This will cause her debt to grow due to high interest. Paying extra reduces debt faster!

Naomi has a credit card balance. What should she do first?

- A. Pay more than the minimum while continuing to save.
- B. Stop saving and put all extra money toward the credit card.
- C. Only pay the minimum and focus on saving.
- D. Ignore the debt for now and focus on other goals.

← Previous

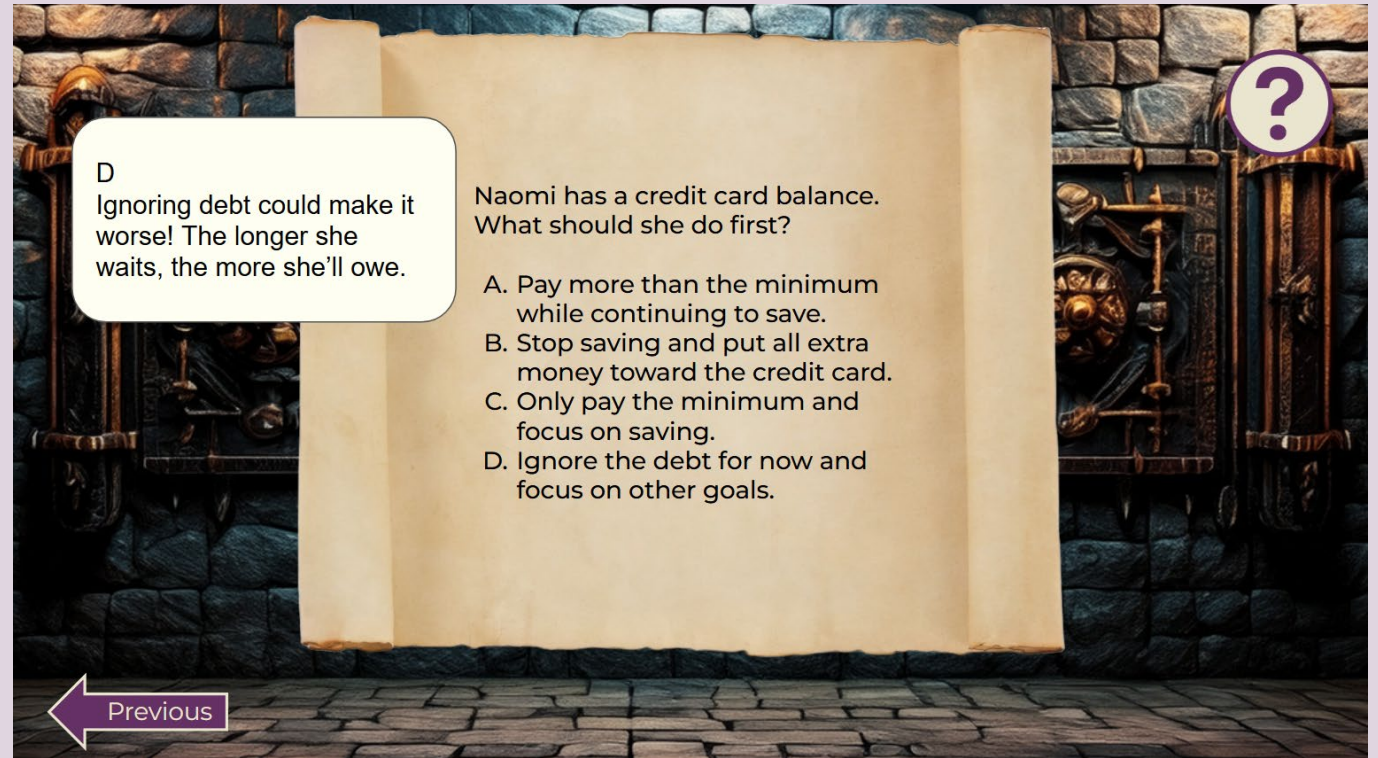
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



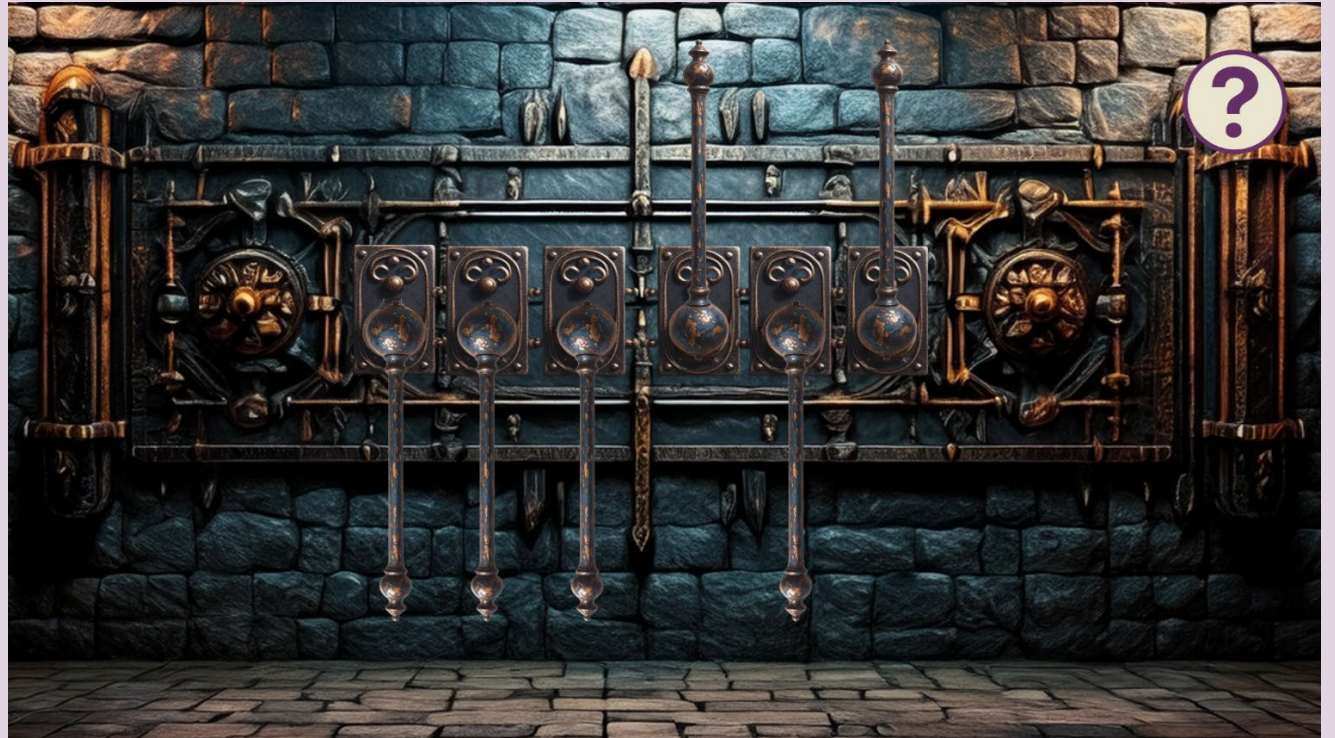
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_1235\_Down



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text: Levers\_1-5\_Down



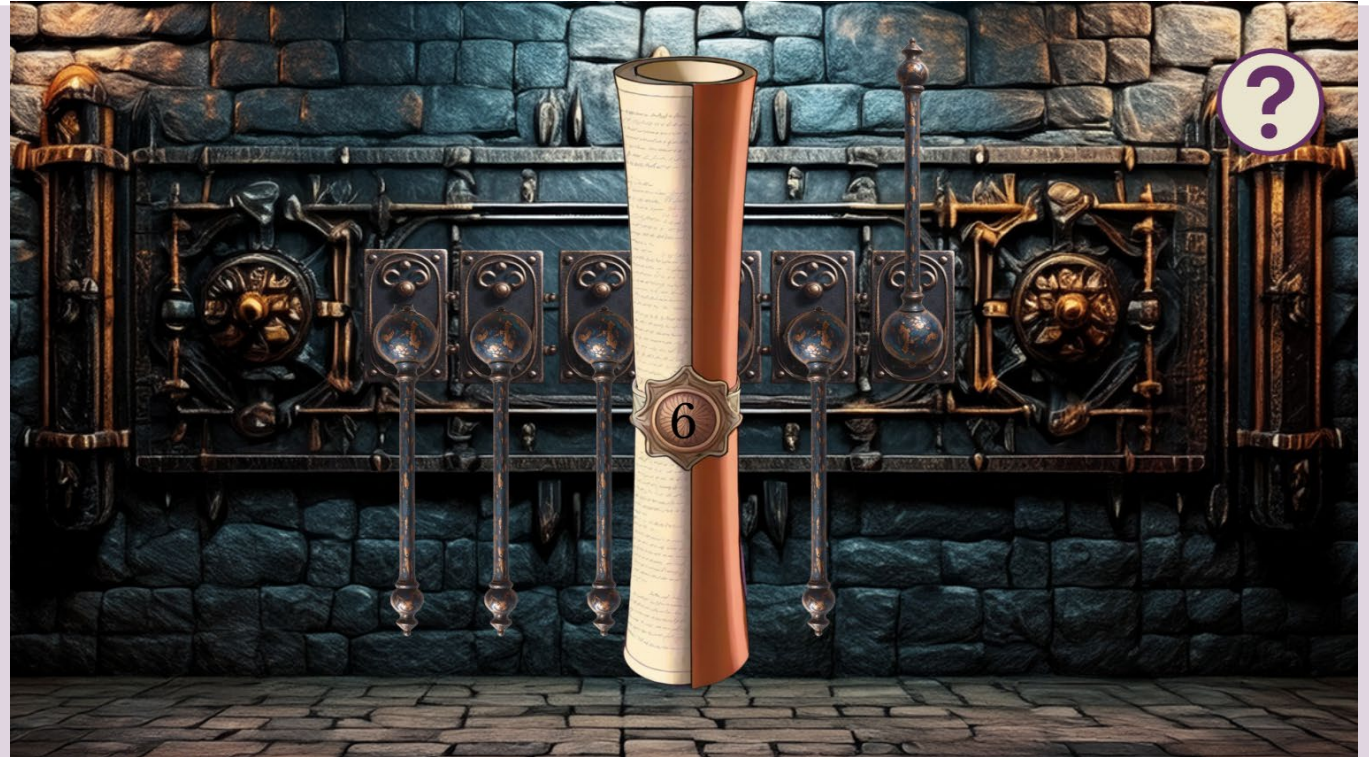
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

Graphics and Slide Text:



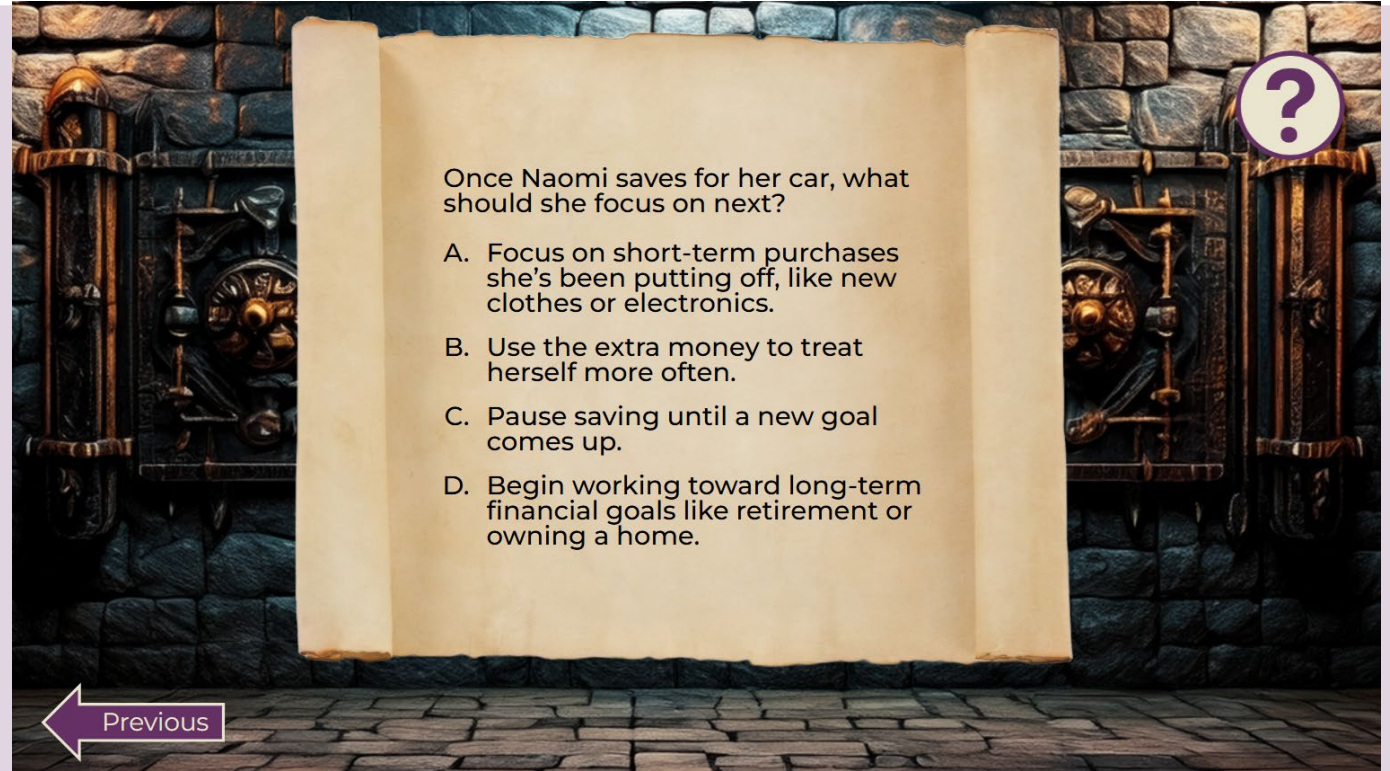
Navigation + Interactivity:  
ALL buttons shrink when clicked and then return to normal state

Narration/Voiceover/Sound FX:

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



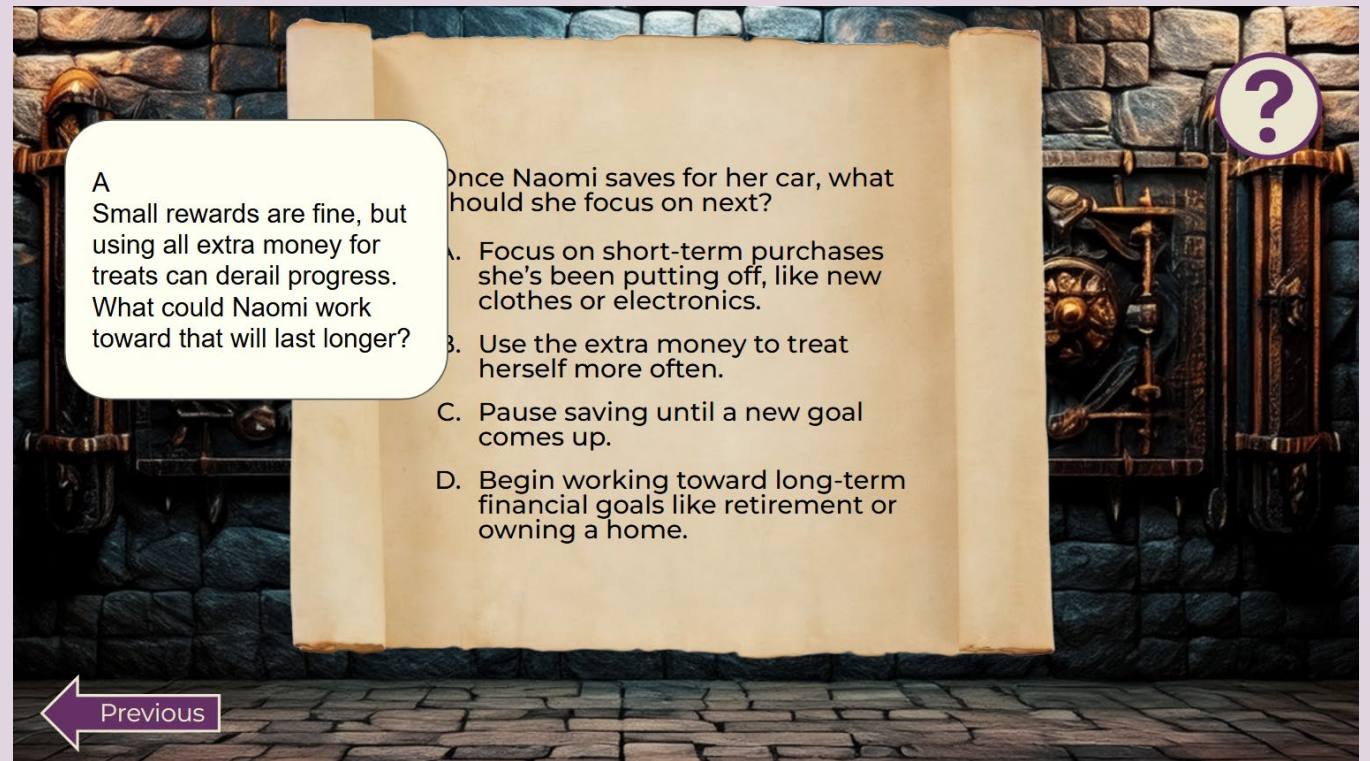
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



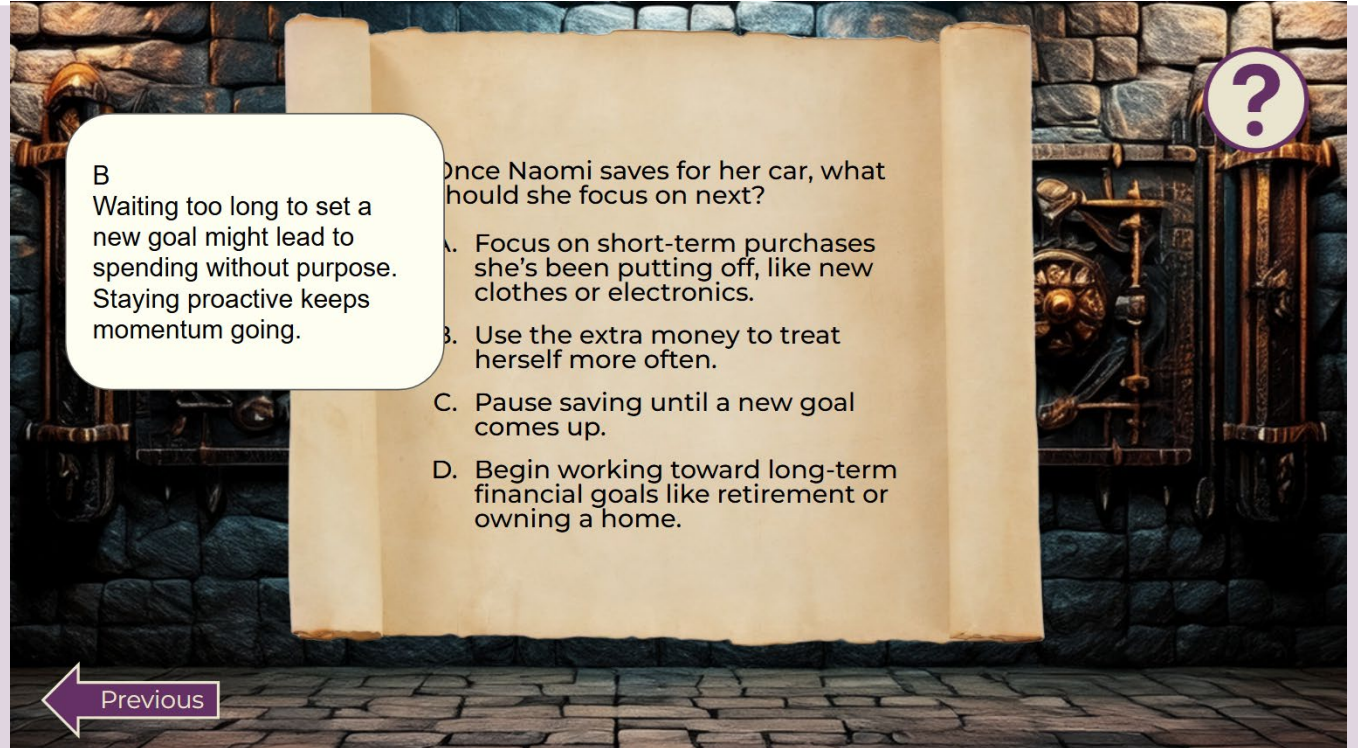
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

## Narration/Voiceover/Sound FX:

## Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



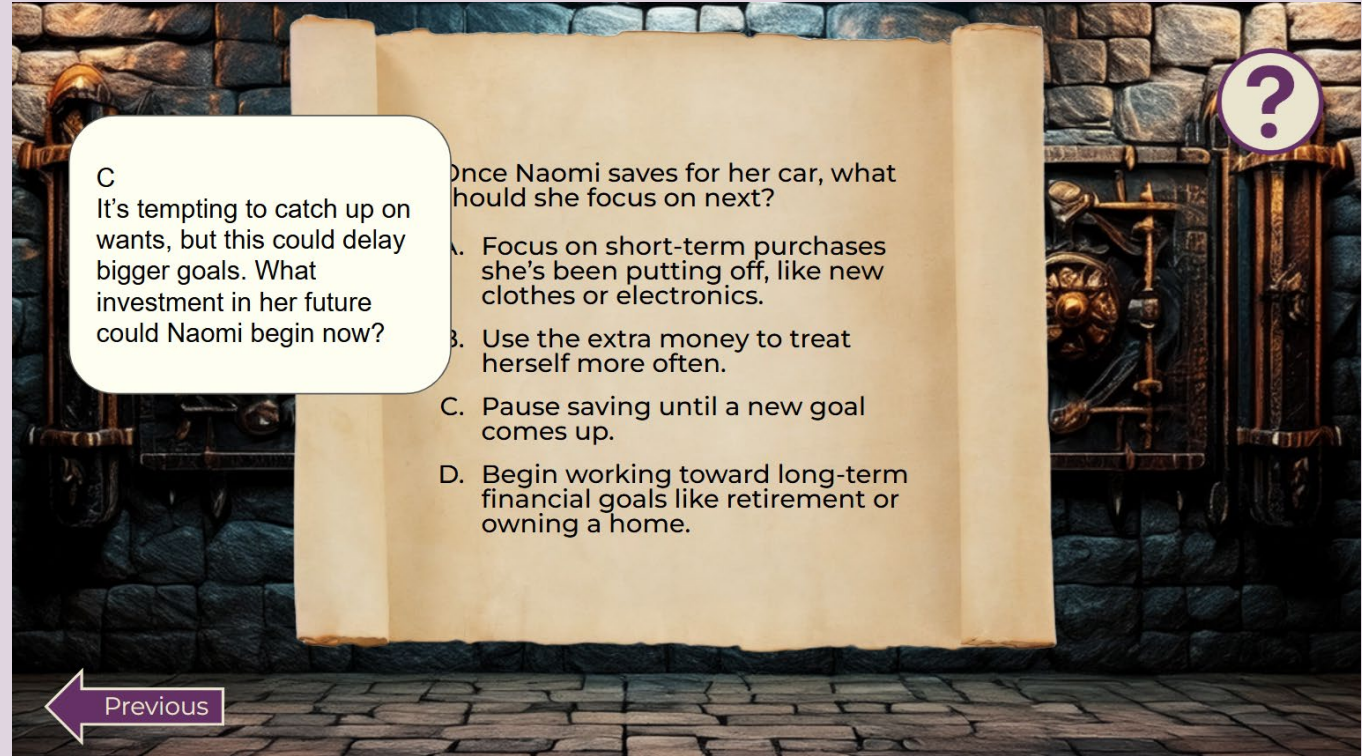
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



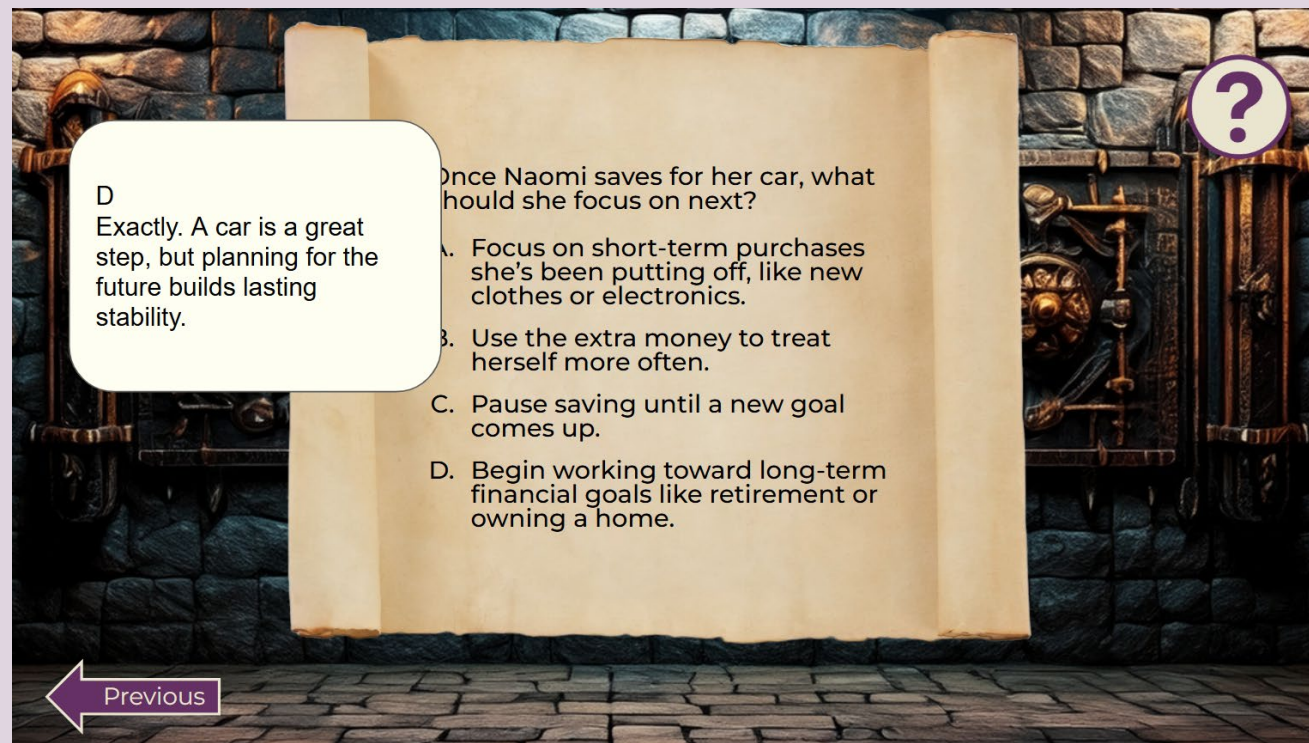
**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



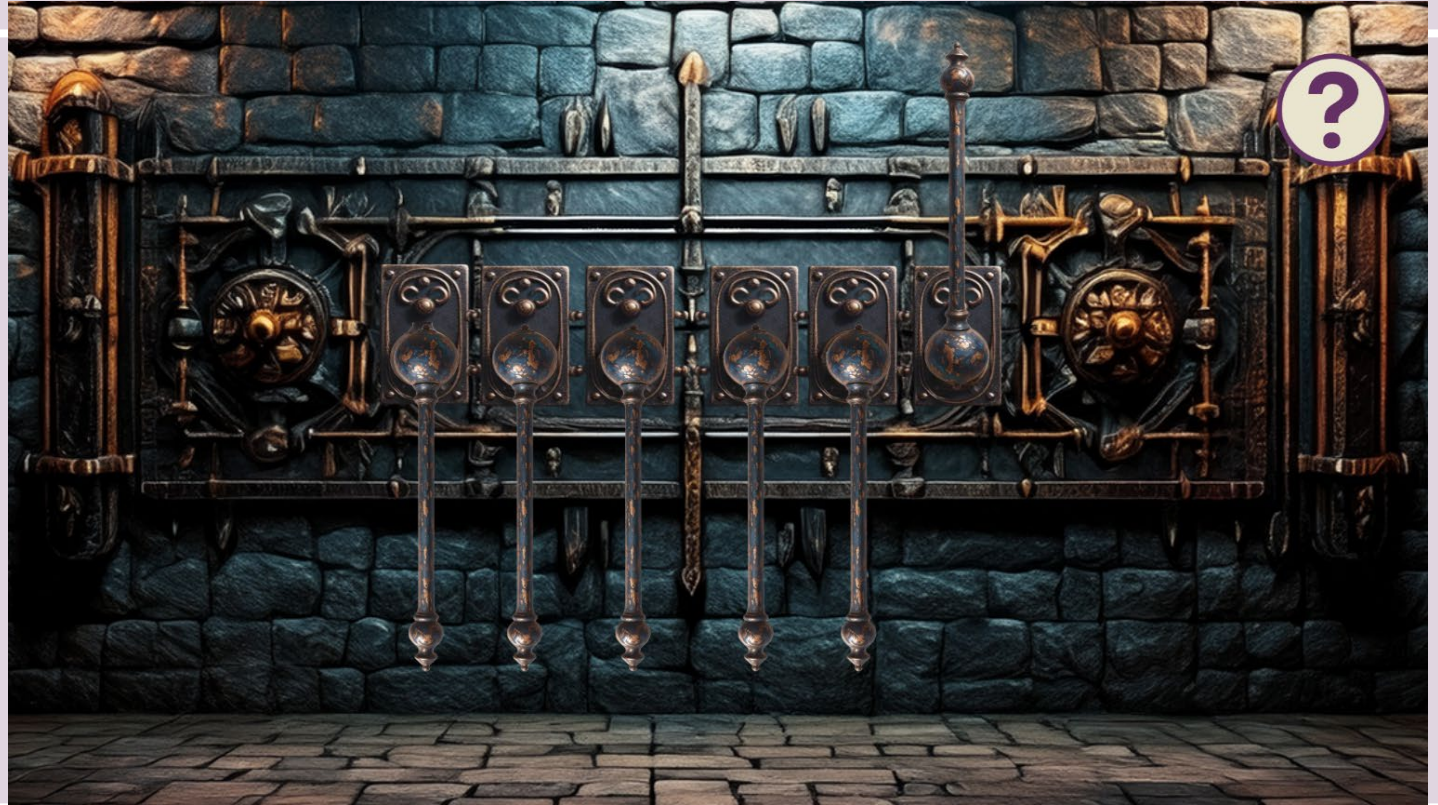
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

Graphics and Slide Text:



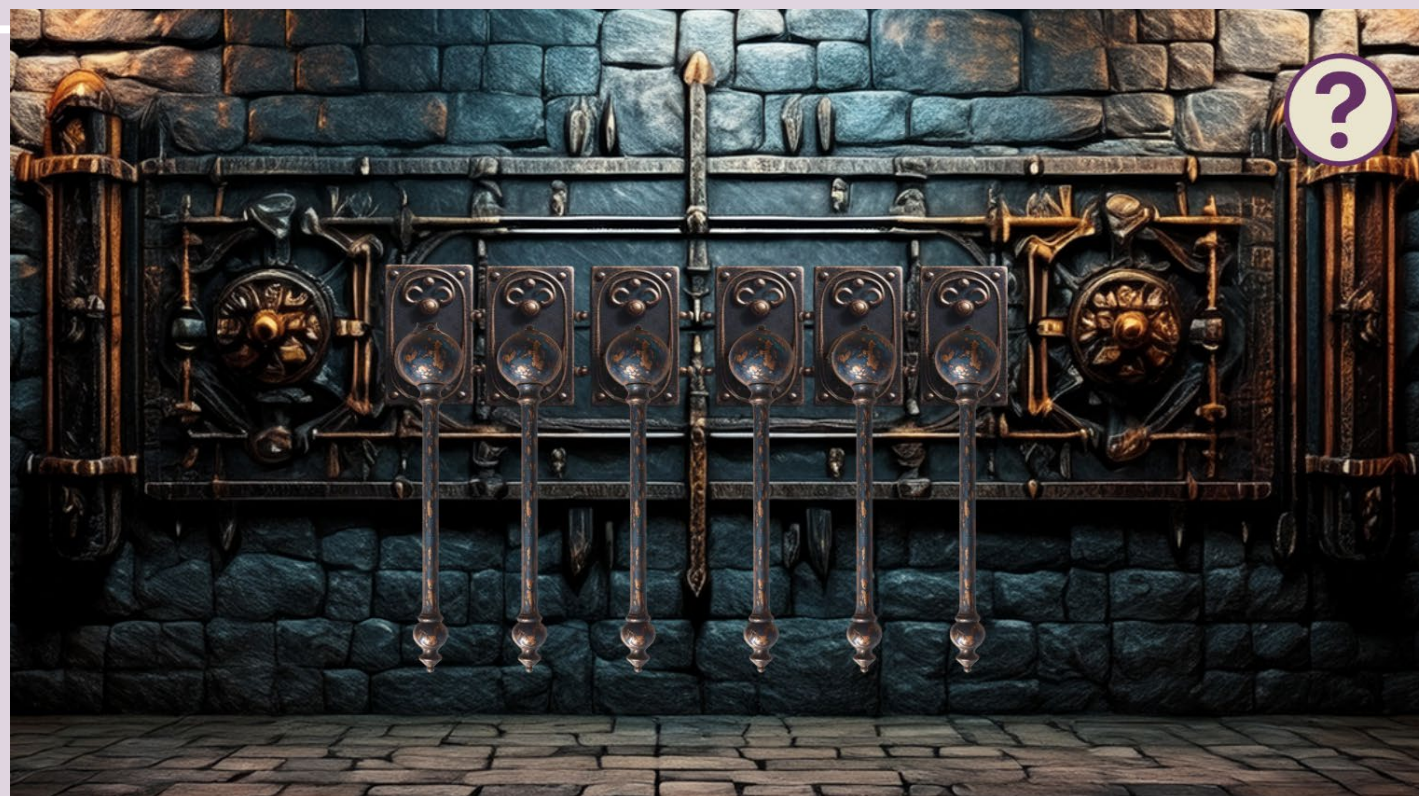
**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state  
  
 When lever 6 is clicked, move to next slide

**Narration/Voiceover/Sound FX:**

**Animation:**

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

Graphics and Slide Text: ALL\_levers\_down



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state  
  
3 second pause before video of the door opening plays

Narration/Voiceover/Sound FX: chains\_clink

Animation:

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1E.1 Ruins: Naomi
Slide/Screen Title:	

## Graphics and Slide Text:



**Navigation + Interactivity:**  
ALL buttons shrink when clicked and then return to normal state

Move to next slide at the end of the video

**Narration/Voiceover/Sound FX:** stone\_scraping; chains\_clink; low\_rumble

**Animation:** 5 sec video of door opening

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1F.1 Rachel
Slide/Screen Title:	Tile Path



**Navigation + Interactivity:**  
 ALL buttons shrink when clicked and then return to normal state

Bubble 1 appears on 1 second delay  
 Bubble 2 appears when learner clicks arrow on bubble 1  
 Bubble 3 appears when learner clicks arrow on bubble 2  
 Bubble 4 appears when learner clicks arrow on bubble 3

The green number buttons are for design reference only

**Narration/Voiceover/Sound FX:** waterfall

**Animation:** The background is a video with moving water that loops.

Date:	2025
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1F.1 Rachel
Slide/Screen Title:	

Graphics and Slide Text:



Navigation + Interactivity:  
ALL buttons shrink when clicked and then return to normal state

Narration/Voiceover/Sound FX: magic\_woosh

Animation: video fades from black and begins at 2 seconds.  
Key\_of\_Stewardship\_Bestowed

The key rotates and then floats toward the viewer