

MONEY MATTERS

eLearning Storyboard

Course Intro & Session One: The Key of Stewardship

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



MONEY MATTERS (Baskerville Bold)

Sub-headings (Baskerville Reg)

Paragraph text (Montserrat Normal).

Callouts (Montserrat Semi Bold)

Button Text - (Montserrat Bold)

Speech bubbles (Montserrat Medium)

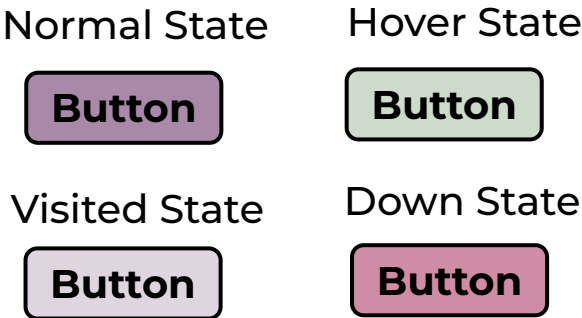


Icons

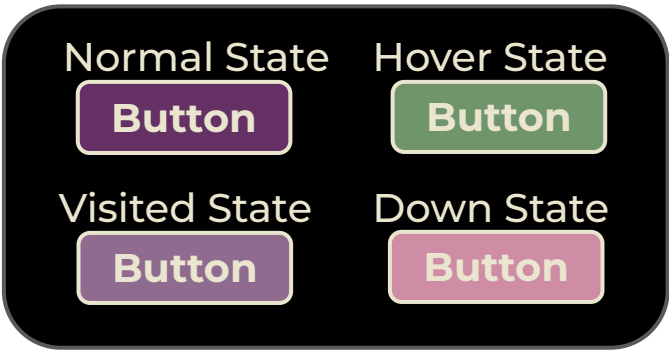
Color Palette



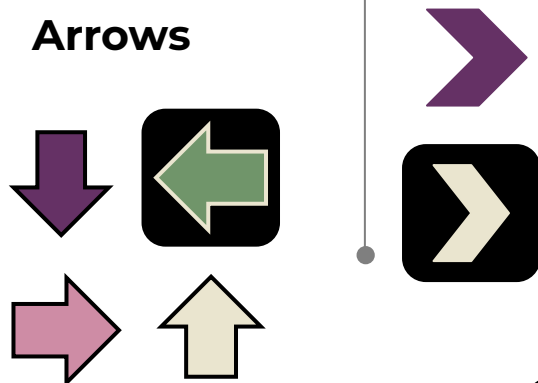
Button Set 1 (light bg)



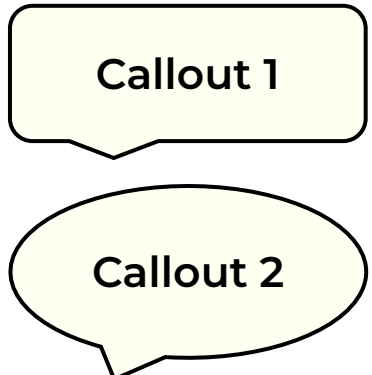
Button Set 2 (dark bg)



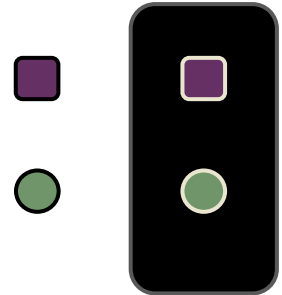
Arrows



Callouts



Bullet Points



Date:	2026
Course Name:	Money Matters
Module #:	0
Module Section Title (Subtopic):	0.1 Introduction
Slide/Screen Title:	Course Title Slide

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

Graphics and Slide Text: MMS1:Images:Slide_1_Background



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

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

Date:	2026
Course Name:	Money Matters
Module #:	0
Module Section Title (Subtopic):	0.2 Introduction
Slide/Screen Title:	Backpack

Navigation + Interactivity:

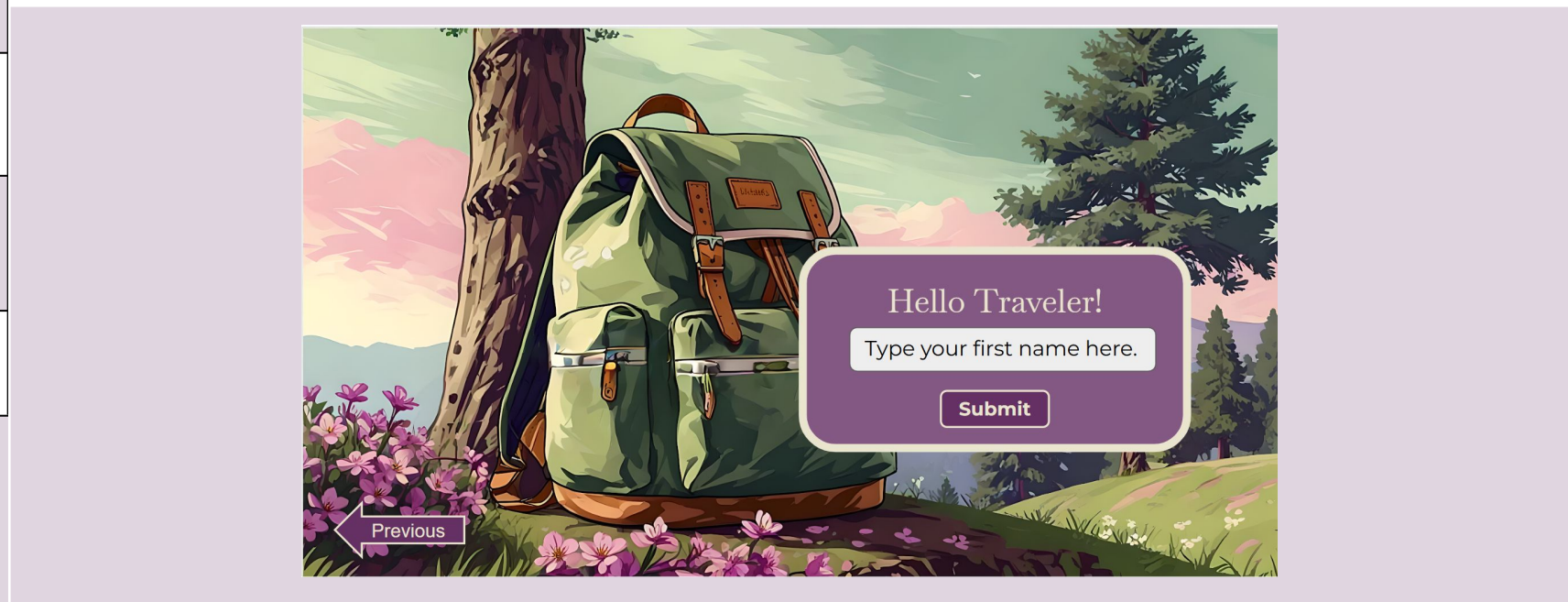
Create variable so when the learner types her name, it will show dynamically to personalize content when the learner clicks Submit.

ALL buttons shrink when clicked and then return to normal state

Accessibility:

alt text for image
enable keyboard navigation

MMS1:Images:Slide_2_Backpack



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

Animation: None

Date:	2026
Course Name:	Money Matters
Module #:	0
Module Section Title (Subtopic):	
Slide/Screen Title:	Maya Intro

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

MMS1:Images:Slide_3_MM_Intro/Visuals/Map

MMS1:Images:Slide_3_MM_MAYA/Direct_Gaze_Slight_Smile



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:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A - Introduction
Slide/Screen Title:	1 - Title Slide

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	
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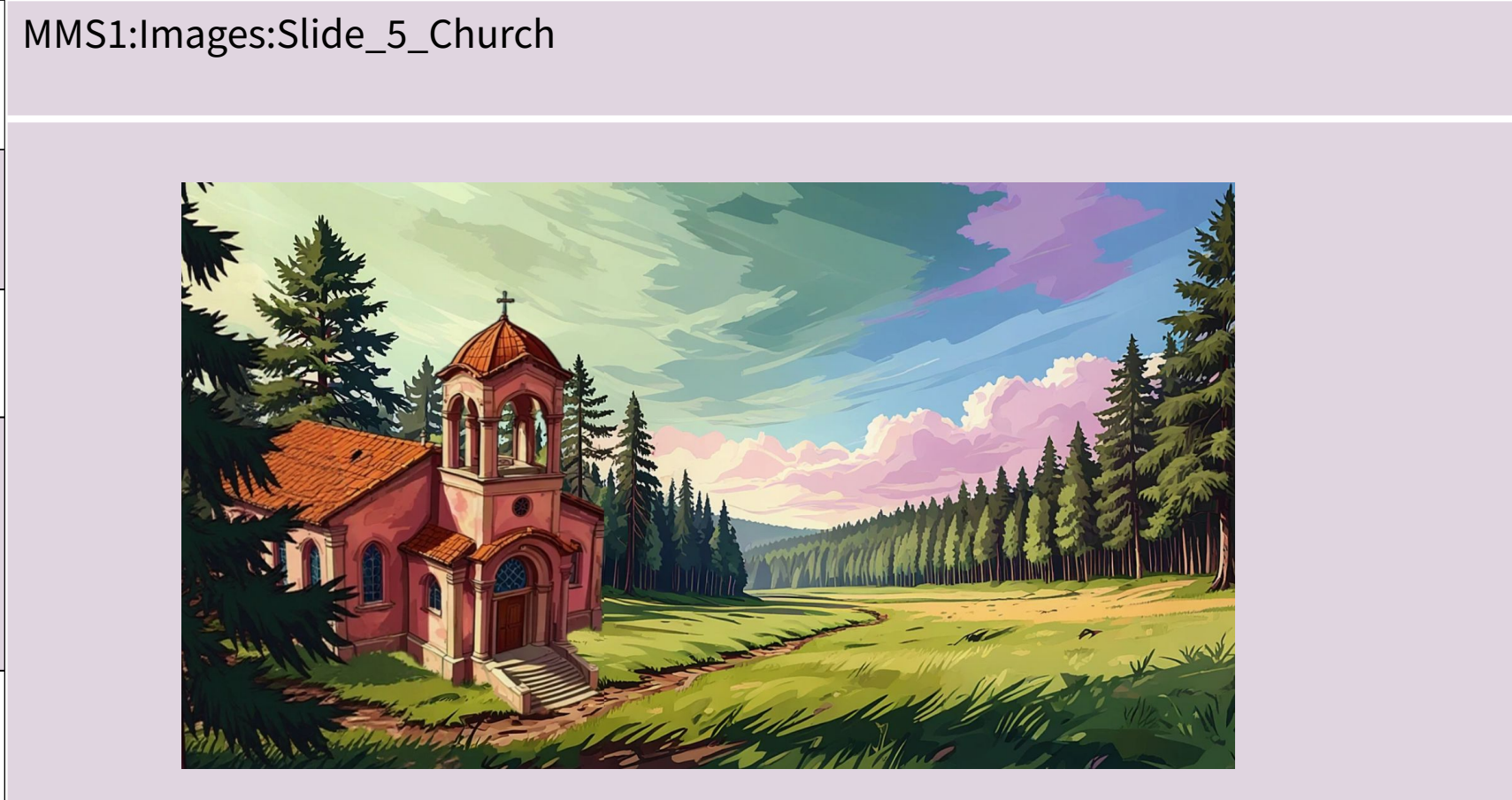
MMS1:Images:Slide_4_Title_Slide



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:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.1(1 of 3) - Introduction
Slide/Screen Title:	Church



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 silde	
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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. MMS1:Audio:Narration	
Animation: none	

Date:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.1 - (2 of 3) What You'll Learn
Slide/Screen Title:	Church

MMS1:Images:Slide_5_Church



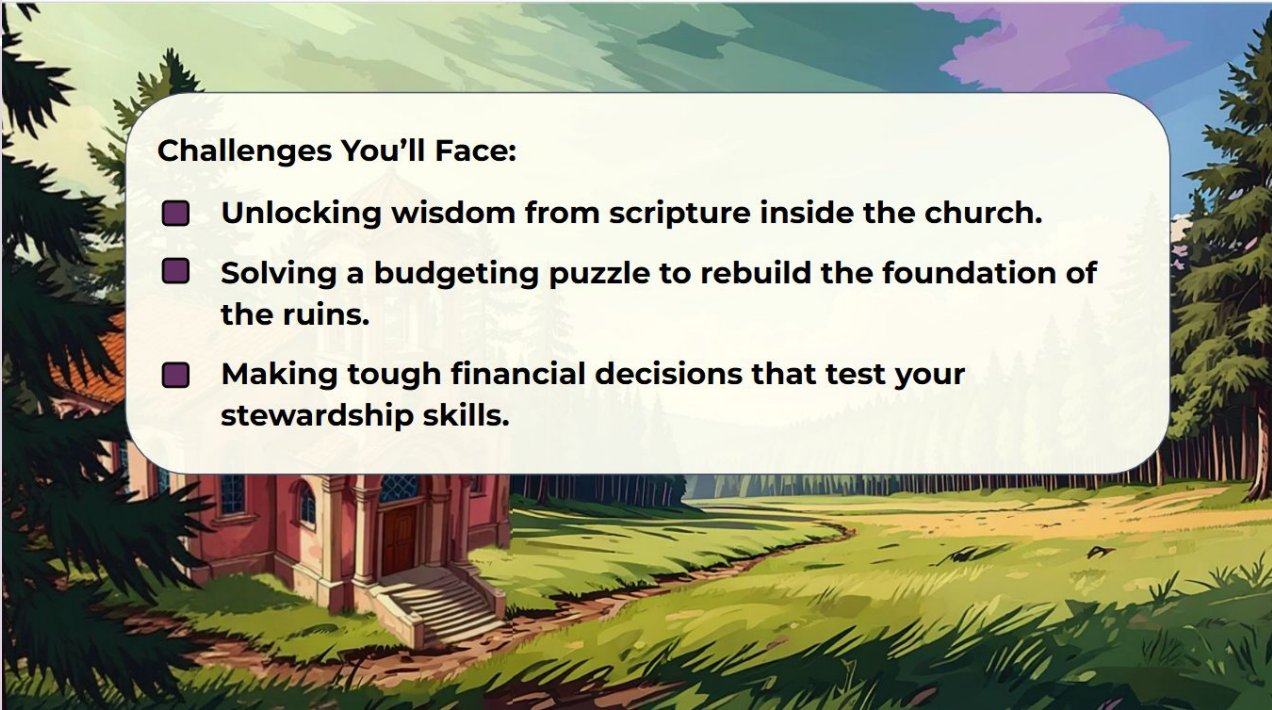
Navigation + Interactivity:	
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Narration/Voiceover/Sound FX:
Maya continues introduction with the bulleted information.

Animation: Bullets appear separately and are aligned with the voiceover

Date:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.1 - (3 of 3) What You'll Do
Slide/Screen Title:	Church

MMS1:Images:Slide_5_Church



Challenges You'll Face:

- Unlocking wisdom from scripture inside the church.
- Solving a budgeting puzzle to rebuild the foundation of the ruins.
- Making tough financial decisions that test your stewardship skills.

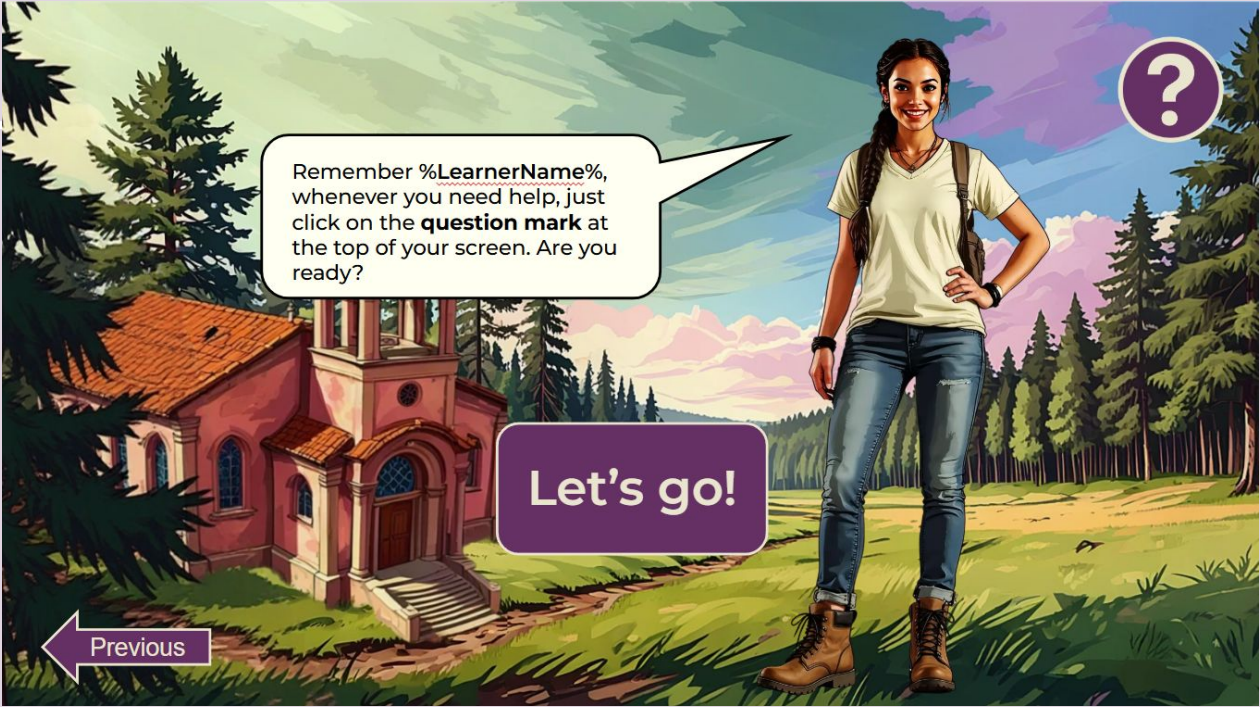
Navigation + Interactivity:

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

Animation: Bullets appear separately and are aligned with the voiceover

Date:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.2 - Let's Go to Church
Slide/Screen Title:	

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	
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MMS1:Images:Slide_5_Church MMS1:Images:Slide_5_Maya_Hand_on_Hip	
	
Narration/Voiceover/Sound FX: Church bells clang when the learner clicks Let's go!	
	Animation: Video plays

Date:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1A.2 - Let's Go to Church
Slide/Screen Title:	

Navigation + Interactivity: At end of video transition, fade-in from black slide transition	
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MMS1: Media: Maya_walks_to_church



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

Date:	2026
Course Name:	Money Matters
Module #:	1
Module Section Title (Subtopic):	1B.1 - Church
Slide/Screen Title:	Church Interior

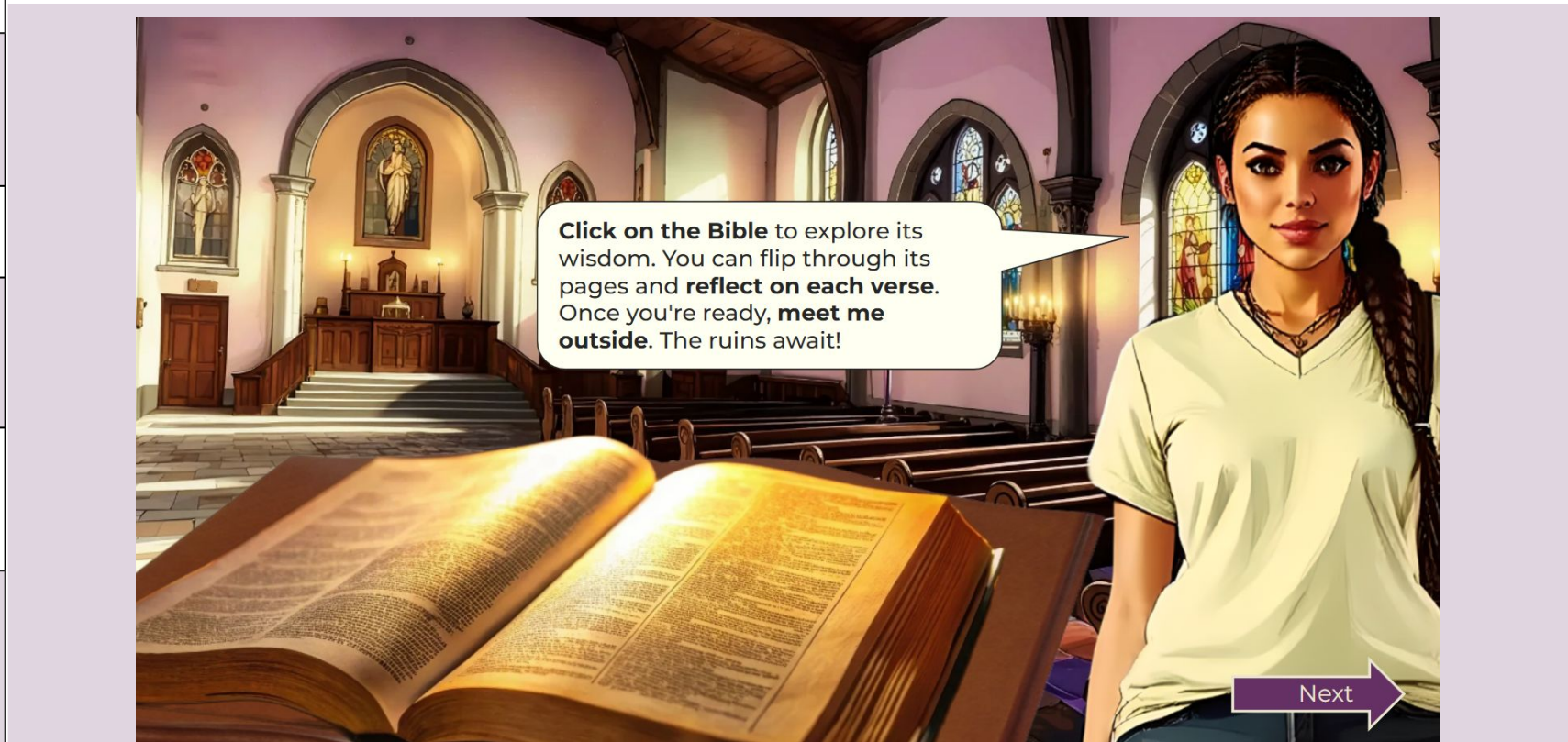
Navigation + Interactivity:

After the bubbles and Maya disappear, the Bible image becomes an active button. 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

MMS1: Images:Maya_Forward_Direct_Gaze
MMS1:Images:Setting:Inside_Church; Images:Assets_Bible_Podium



Numbers are for design reference only

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

Animation:
Learner clicks Bible image to access flipbook.

Date:	2026
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
Next slide begins automatically at end of video

Graphics and Slide Text: Maya_Walking_Down_Path

Narration/Voiceover/Sound FX: sound of footsteps during transition video
Video: Maya walking down path and fades to black (5 seconds) - sound of footsteps Next slide begins automatically at end of video

Date:	2026
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	
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MMS1:Images:Amphitheater

MMS1:Images:Maya_Back-FaceAway



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:	2026
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	

MMS1:Images:Amphitheater
MMS1:Images:Maya_Back-FaceAway

An illustration of a woman with dark hair in a braid, wearing a light green t-shirt, blue jeans, and brown boots, standing on a stone path and looking up at a large, ancient stone amphitheater. The amphitheater has multiple tiers of arches and is partially covered in green vines. The scene is set in a lush, green environment with trees and a blue sky with white clouds.

Narration/Voiceover/Sound FX:

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:	2026
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

MMS1:Images:Ruins
MMS1:Images:Closed_scroll
MMS1:Images:Maya_arms_crossed
Question_icon, bible_icon



Narration/Voiceover/Sound FX: sound of scroll opening
MMS1:Audio:Shifting_Paper

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