



Learning Goals

Goal 1: Develop self-awareness and self-management skills to achieve school and life success.

Goal 2: Use social-awareness and interpersonal skills to establish and maintain positive relationships.

Goal 3: Demonstrate decision-making skills and responsible behaviors in personal, school, and community contexts.



SEL Targeted Platforms



Heroes Among Us - Character Development Lessons and guides provided by the Congressional Medal of Honor Foundation for K-12. Educators can create an account to access grade level specific content and activities. The kindergarten through sixth grade focus on courage, commitment, integrity, sacrifice, citizenship, and patriotism into language and behavior that children can comprehend and embrace. Positive role models demonstrate how we can all choose to be our personal best. Middle and high school appropriate content features non-fiction accounts of Medal of Honor Recipients' and citizen heroes' actions. Assignments for individual and group work, assessment suggestions, and extended activities guide educators and students through this character resource. Videos are moving and geared towards speaking to student populations, making connections to concepts that matter to youth populations today.

<http://themedalofhonor.com/character-development>



My Pop Studio is a website that allows students to go behind the scenes within four media platforms and find out how media influences teenagers view of themselves and social relationships. Students can be in a magazine studio designing a layout where they are the celebrity, a TV studio examining viewing choices and ads, music studio looking a lyrics and media or a digital studio discovering the impact of social media. The website includes learning outcomes and secondary outcomes on the "about us" page.

<http://mypopstudio.com/index2.php>



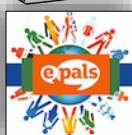
In **Quandary**, players must make difficult decisions in which there are no clear right or wrong answers but important consequences – to themselves, to others in the colony and to the planet. In their interactions with other settlers in the colony, players must consider facts, opinions and solutions, just like in real life. Though the game's setting is a futuristic colony, the genuinely tough situations that players encounter are translatable to the ones they are likely to face day-to-day. The skills players develop while playing Quandary – such as critical thinking, perspective-taking and decision-making – will help them recognize ethical issues and deal with ethical situations in their own lives. Quandary provides a framework for how to approach ethical decision-making without telling players what to think.

<http://www.quandarygame.org/>



Peekapak is an innovative website that combines social-emotional learning with reading and writing standards. The platform has a free version that allows access to all the books and at least one lesson plan. Additional lessons are available with the pro plan. Engaging characters and story lines address topics each month such as self regulation, respect, gratitude, kindness, teamwork, empathy, optimism, courage, honesty, perseverance, and many more with new topics appearing each month. All plans allow for educators to access previous months books. Suited for grades PreK-3, the books can be adjusted for any grade level and can be adjusted within the class so the same topic can be differentiated within the reading levels of the class.

<https://www.peekapak.com/>



E-Pals website—Collaborate with a class from around the world on various projects, or follow guided Experiences. As students video-chat with a partner class, practice nonverbal expressions and discuss what they may communicate to other cultures. Projects and connections on this platform can support goal 2 and goal 3 for all students. Simple to sign up and create the class profile. Search and select who you would like to communicate with for a one-time project or over multiple weeks. The platform starts out with teachers in control of the communications. Settings can be changed to give students a more empowered control if educators choose. <http://www.epals.com/#/connections>

Social Emotional Learning Standards

1A- Identify and manage one's emotions and behavior.	1B- Recognize personal qualities and external supports.	1C- Demonstrate skills related to achieving personal and academic goals.
2A- Recognize the feelings and perspectives of others.	2B- Recognize individual and group similarities and differences	2C- Use communications and social skills to interact effectively with others.
3A- Consider ethical, safety, and societal factors in making decisions.	3B- Apply decision-making skills to deal responsibly with daily academic and social situations	3C- Contribute to the well-being of one's school and community.



Tools to Support SEL



Google Slides/PowerPoint -Have students find photos of activities they would like to learn about or improve on and create a presentation and what it takes to be involved or accomplished in that activity.



Quick Rubric - Rubrics are a great way to help students reflect on how things went when working towards a goal. What obstacles were faced and how they were overcome or did they prevent the goal from being reached?

<https://www.quickrubric.com/>



Brushes 3 app or **Sumo Point** online are great painting tools to allow students to express themselves with art. Whether it is simple splashing colors that might match with a song or their feelings during a situation or more detailed drawings depicting what or how something that occurred made them feel and respond.



Brushes 3- <http://apple.co/2vG2kns> or www.sumopaint.com



Make Beliefs Comix— Students can create a 4 panel (or more) comic strip on a topic about bullying, sharing, or what do to in a situation that isn't nice. A simple platform of drag and drop to design the comic strip. Accounts aren't need the creation can be downloaded and printed.

<http://www.makebeliefscomix.com/>



Sock Puppets app (iOS only) - Students can create animated movies with sock puppets to share how to be nice, share, or deal with everyday school situations.

<http://apple.co/2vGAVBw>



Blabberize—Students sometimes have a difficult time expressing their emotions or talking about difficult subjects such as what it felt like to be bullied. Using this platform allows students to take any photo or drawing and bring it to life. The "mouths" on the picture will be converted into talking objects and the students can record their story. www.blabberize.com



Instant Classroom –Random Grouping, Educators can use this tool to randomly create groups. This allows students to work with everyone in the classroom at anytime. Educators don't need to "select" who is where and the burden is off of the students to create teams within the peer pressure of the classroom.

<http://bit.ly/2umRTBE>



GoNoodle— is a website that gets students up and moving to characters on the screen dancing/moving with a purpose. The "calming" category has 26 activities that address compassion, being a good friend, frustration, patience, etc. It is a great way to take a break in a tense situation or when everyone just needs a brain break.

<https://www.gonoodle.com>



Trading Card Creator—both an app and online platform. Students can use this resource to create a card of either a fictional "friend" or themselves. They can include why they are friends, what they have done well as a friend. Students can create a friendship biography. <http://bit.ly/20Zg5o5>

More ideas....Common Sense Media

Social and emotional learning (SEL) skills make us better people at home, at school, in our communities, and in the workplace. These skills include how to "understand and manage emotions, set and achieve positive goals, feel and show empathy for others, establish and maintain positive relationships, and make responsible decisions." Unfortunately, SEL is all too often put on the back burner, relegated to a means of "classroom management." *True, SEL might not be core content, but it's the core of all content.* SEL might not be core content, but it's the core of all content.

This is the reason for We All Teach SEL, an 11-part blog series offering quick, practical tips and tools for integrating SEL into any classroom -- no matter the subject or grade. Explore the topics below to find actionable activities and resources that build on tools you might already be using and content you're already teaching. <http://bit.ly/2w5Xu37>



Even MORE Resources

To find more resources and the latest up-to-date technology to support technology integration, please visit www.ilclassroomtech.weebly.com.

- ◆ Assessment tools
- ◆ Audio/video tools
- ◆ Content area support
- ◆ Digital portfolios
- ◆ Computer science
- ◆ Learning management systems
- ◆ Mobile apps
- ◆ Research tools
- ◆ Social Emotional Learning
- ◆ Technology terms

Technology in Action—SEL Elementary K-5

