

Technology in Action

Social/Emotional Learning Standards 6-12



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/>



InspirED is a website that gives teens/preteens activities to help develop positive emotions. Research shows that we can promote positive emotions with our actions, mindsets, and goals. The website categorizes the activities based on these emotions/needs shown in the graphic.

<https://inspired.fb.com/teens>

CONNECTED & SUPPORTED
CONTENTED & BALANCED
ENERGIZED & MOTIVATED
HAPPY & EXCITED
INSPIRED & EMPOWERED
PASSION & PURPOSE
RESPECTED & VALUED
SAFE & COMFORTABLE



Everfi—EVERFI's digital curriculums empower teachers to bring critical skills education into their classrooms. Their interactive, game-based lessons help prepare students for success in the real world. Users can create an account, setup classes and add assignments. Resource areas include Financial Education, Social & Emotional Learning, Cultural Literacy, STEM & Career Readiness, Health & Wellness and Summer Learning. Each resources is setup in a scenario-based learning experience that puts the skill in context with the real world. The platform connects the resources to standards and allows for comprehensive reports to track student progress. SEL course offers learning for a strong SEL foundation, Extension activities to engage the whole classroom and intentionally designed to foster emotional literacy.

<https://everfi.com/partners/k-12-educators/>

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.
2D– Demonstrate an ability to prevent, manage, and resolve interpersonal conflicts in a constructive ways.		
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

popplet Popplet is a brainstorming tool that can be used within a small group setting or whole class activity to analyze emotional and behavioral choices or responses students may encounter. This will assist them to identify behaviors in themselves and see them in others. This will also help them to develop a better communication within the classroom as they generate ways to handle stress and create a positive attitude between peers.
<http://www.popplet.com/>

CareerOneStop is a website that students can reflect on their strengths and skills that will allow them to look at how those factors can be connected to careers and colleges. Selecting resources for Students and Career Advisers takes users to a page that offers two exploration links: "Identify Your Interests" and "Explore Careers". On both of these pages is where students can use their list of strengths and skills to identify careers that would match with what most interest them. Take this a "tech step" further and have them create a presentation or Infographic about one of the careers that match their strengths/skills.
<http://www.careeronestop.org/>

Lucid Press—Free premium account for educators...enroll with school email or request upgrade after creating an account.
<https://www.lucidpress.com>

Canva—Free educator account, create a team for students (10max) to share creating. (iOS app as well.)
<https://www.canva.com>

SCRATCH Scratch is a coding application online (Scratch JR is on the iPad) that will allow students to create an interactive game for others to play where they are faced with decisions in the game. There are already many socially based game built by students 3rd through high school on the Scratch website. Many of these games are addressing issues of bullying, cyber-bullying, cheating, dating, socializing, social media...etc. <https://scratch.mit.edu/>

icivics iCivics is a free tool funded and sponsored by the US Government and Supreme Court Judge Sandra Day O’Conner. Along with many government concepts this website has games and activities for middle/high school students to tackle the decisions on many cases that have been in front of Juries and the Supreme court.
<http://www.icivics.org/>

The Corporation for National & Community Services can assist educators that have students that want to look into a community or school service project, but are unsure how to start. This is a website that can help with the planning process. There are several tool kits available and many ideas, including a “blank” toolkit if no other category fits the students needs. Resources on how to go about finding the needs in the local area, uncovering if something is already being done to address the same issue, and what steps to take to get started or connected. <https://www.serve.gov/?q=site-page/toolkits>



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.

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

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

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