





is an exciting new program addressing health and wellbeing, with a special focus on providing support for students in critical thinking around their personal overall health, wellness and readiness for a healthy lifestyle.

SyncUP 1 was designed with teachers in mind, to simplify implementation and maximize student engagement!

- Whole Group lessons
- Independent Exercises
- Seamlessly integrates
 with Google Classroom,
 Clever and Schoology.









NATIONAL HEALTH EDUCATION STANDARDS		
1 HEALTH CONCEPTS rotated to health protection and disease research to the state restated to	2 ANALYZING INFLUENCES of trackly parts and in a charactery and other features or a based basevours	
3 ACCESSING INFORMATION	4 communication with the centers a trait and and refere traits and and and refere traits and and	
5 DECISION-MAKING	6 GOAL-SETTING	
7 SELF-MANAGEMENT Beprotecte bettheretarcing behaviors, a co-states and a sign reassagement.	8 ADVOCACY for personal. Surviy, and contractive begins.	

Engages Students!

- The student experience, whether independent or whole group, begins with watching a video addressing the topic of the lesson
- Students then use easy graphic organizers in
 SyncUP ↑ to explore their new knowledge and feelings
- Finally, students share back with their teacher and/or peers



SyncUP † is based on the US National Health Education Standards for students grades 6-8.

- Health and wellbeing instructional units, organized into 5 target categories: Emotional Health, Mental Health, Physical Health, Social Awareness, Your Environment
- Lesson topics are aligned with the specific indicators for each of the 8 standards
- 3 levels / 5 topics / 27 total lesson topics per grade/skill level
- 324 total student activities

First! Google Drive	iyncUP: Level 1 Video Guide	SyncU
Instructions Wellness	Theme: Emotional Health	
Topic: Demonstrate refusal and r	negotiation skills that avoid or reduce health risks.	
Student Inst	tructions for Video Activity	
	lass, watch it one time through, without pausing th e-time through with the class, proceed to # 2.	e video to
 Refer to the Video Note Taking guide as y and reflect on what you highlight from th 	rou watch the video a second time. Use this guide le video.	to take notes
 To help in the note taking process, pause for you in that section of the video. 	the video after each minute and write down what	t stands out
4. Write a video highlight in each of the wor	rd web circles.	
Video Link:	Video Note-Taking Guid	de:
Refusal Skills	<u>Refusal Skills</u>	
Brighte		

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CONTACT US:





In *Teen Career Path*, learners explore a "day in the life" of 23 careers and learn:

- Workplace Social-Emotional Skills
- Time Management
- Foundational Life Skills
- Typical job tasks
- Career preference analysis

PLUS Life and Career Readiness:

- Now includes over 150 lessons addressing a complete career readiness skills curriculum.
- Each lesson includes three parts for every sector: learning and information, activities to practice concepts and assessments to test knowledge.



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Teen Career Path is the first of its kind, animated/interactive career exploration video game experience, funded by The National Science Foundation.
 Using game-based learning,

students explore a "Day in the Life" of over 20 careers, covering 15 job sectors. Recommended general education in middle school and special education high school for transition students.

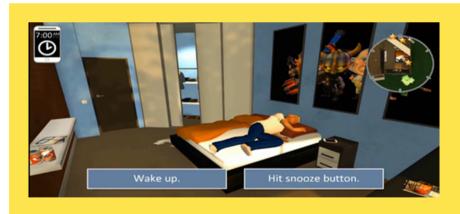






Teen Career Path - Job Sectors:

- Accounting & Auditing
- Arts, Entertainment, Media
- Construction, Trades
- Customer service
- Engineering jobs
- Geoscience
- Health & Social Care
- Information Technology
- Installation, maintenance & repair
- Law enforcement
- Restaurant & Food Service
- Retail and Wholesale
- Sales
- Science & Research
- Warehousing & distribution



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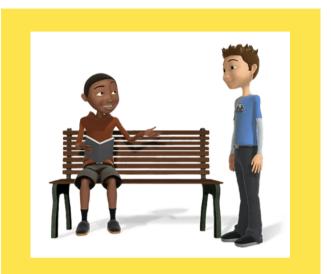


How Teachers Benefit:

- Flexible teaching options
 - 1:1 Tutoring
 - Whole/Small groups
 - Home/remote
- Aligns with IEP/ ITP Goals
- Provides powerful reporting tools
- Seamlessly integrates with Google Classroom, Clever and Schoology.







The Social Express is an animated, interactive, and research based Social-Emotional Learning (SEL) program which allows users an opportunity to learn and practice foundational social skills for future success. Used currently in over 900 school districts and growing every day. May be accessed in any learning environment: at school, at home, after school, and remote.

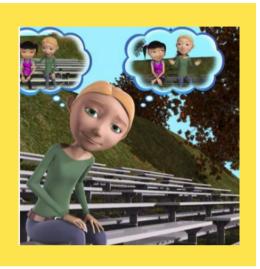




- The Social Express provides direct instruction on key SEL skills for ALL students, including students with special needs in both self-contained and/or inclusion learning models.
- Aligned with CASEL standards for Social-Emotional Learning.
- Design is based on Universal Design of Learning (UDL), offering multiple types of learning methods including online and offline activities.
- Teaches students how to think about and manage social situations, through clever simulations and interactive video modeling.







How Teachers Benefit:

- Flexible teaching options
 - 1:1 Tutoring
 - Whole/Small groups
 - Home/remote
- Aligns with IEP Goals
- Provides powerful reporting tools
- Includes offline materials paired with the webisodes, lesson plans, data tracking, and reports
- Seamlessly integrates with Google Classroom, Clever and Schoology.





How Students Benefit:

- Learning how to Identify feelings in others
- Understanding the importance of "eye contact" when talking with someone
- Reading non-verbal social cues
- Identifying appropriate coping strategies
- Learning how to start conversations
- Learning how to be part of a group
- Learning about the hidden rules in social situations
- Watching social situations unfold and see how behavior can have negative or positive consequences



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<u>Unique Professional Development</u>



Trauma and Restorative Practices



SEL and Equity

Reflection Resiliency Collaboration

In this workshop, participants will learn:

- How trauma affects the brain
- The emotional responses to trauma
- Effective strategies to respond to trauma triggers.

In this workshop participants will explore:

• The basic foundations of social emotional learning, with a focus on how SEL supports equitable environments.

All Kids are Good Kids



In this workshop participants will explore:

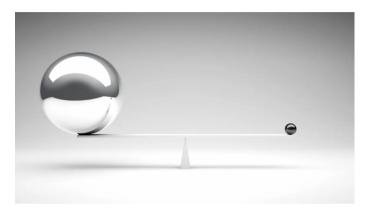
- Making Connections between chronic bhavior, truama, shame and lack of optimism
- Setting up strenghts-based ennviornments



<u>Unique Professional Development</u>



Becoming Tiny



In this workshop participants will explore:

- How to transition from the largest presence in the room to the smallest
- Creating a balance to boost confidence and help everyone to have a voice
- Positive outcomes in creating environments focused on community

F.O.C.U.S Learning

Facilitating Opportunities for Community Understanding of Social Emotional Well-being



- Workshop series for CE Units
- Laser focus on trauma, restorative practices, and SEL
- Opportunities for specific strategy alignment in implementation
- 7.5 hours virtual learning sessions
- 7.5 hours independent practice



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Cool School is a researchbased advanced socialemotional learning curricular program where students learn how to build healthy relationships with their peers. Students learn how their behaviors and actions impact the people and social climate around them.



Cool School is a 24-week curriculum which uses videomodeling and interactive learning to allow elementary students to experience an authentic situation in a risk-free environment before generalizing the skills in re-world environment.



Watch a Cool School Webisode





How Teachers Benefit:

- Flexible teaching options
 - scope and sequence
 - 1:1 Tutoring
 - Whole/Small groups
 - Home/remote
- Provides powerful reporting tools
- Includes offline materials paired with the webisodes, lesson plans, data tracking, and reports
- Seamlessly integrates with Google Classroom, Clever and Schoology.





How Students Benefit:

- Engages students with clever interactive simulations that have relatable characters
- Students engage in learning by experimenting with options, and analyzing impact of the outcomes
- Gives students the opportunity to earn badges and certificates, as it reinforces positive behaviors
- Applies to general education students and special education students in grades 4th-5th+
- Supports school-wide bullying prevention

Week #	Level 1 (~ Grades K-2)	Level 2 (~Grades 3-4)	Level 3 (~Grades 5+)		
1	Introductory Week				
2 Exclusion on the Playground			Riding the Bus		
	Changing the Rules	Ronnie is Hard-of Hearing			
3 Bullied Because of Height			Demanding Lunch Money		
	Bullied for Being Adopted	Cyberbullying			
4 Trouble at Recess			Teasing a New Student		
	Caught in the Middle	Spreading Rumors Online			
5 Taking Turns in Gym Class		Helping a Friend with Special	Girls Bullying Girls		
	Needs	Special Accommodations			
6 She Has Cooties!		Broken Home	Different Families		
	She Has Cooties!		Bumped and Bullied		