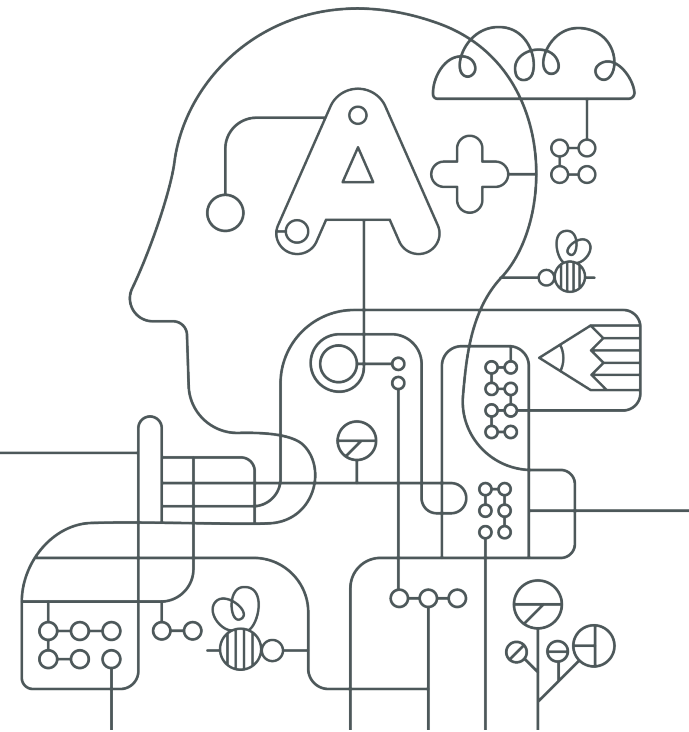


EVERFI

Equipping Your District With FREE Blended Learning Resources

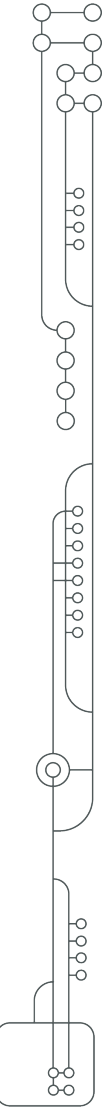
Heather Miller, Schools Manager

October 19, 2017



Agenda

- ▶ About EVERFI
- ▶ Instructional Resources
- ▶ Getting Started





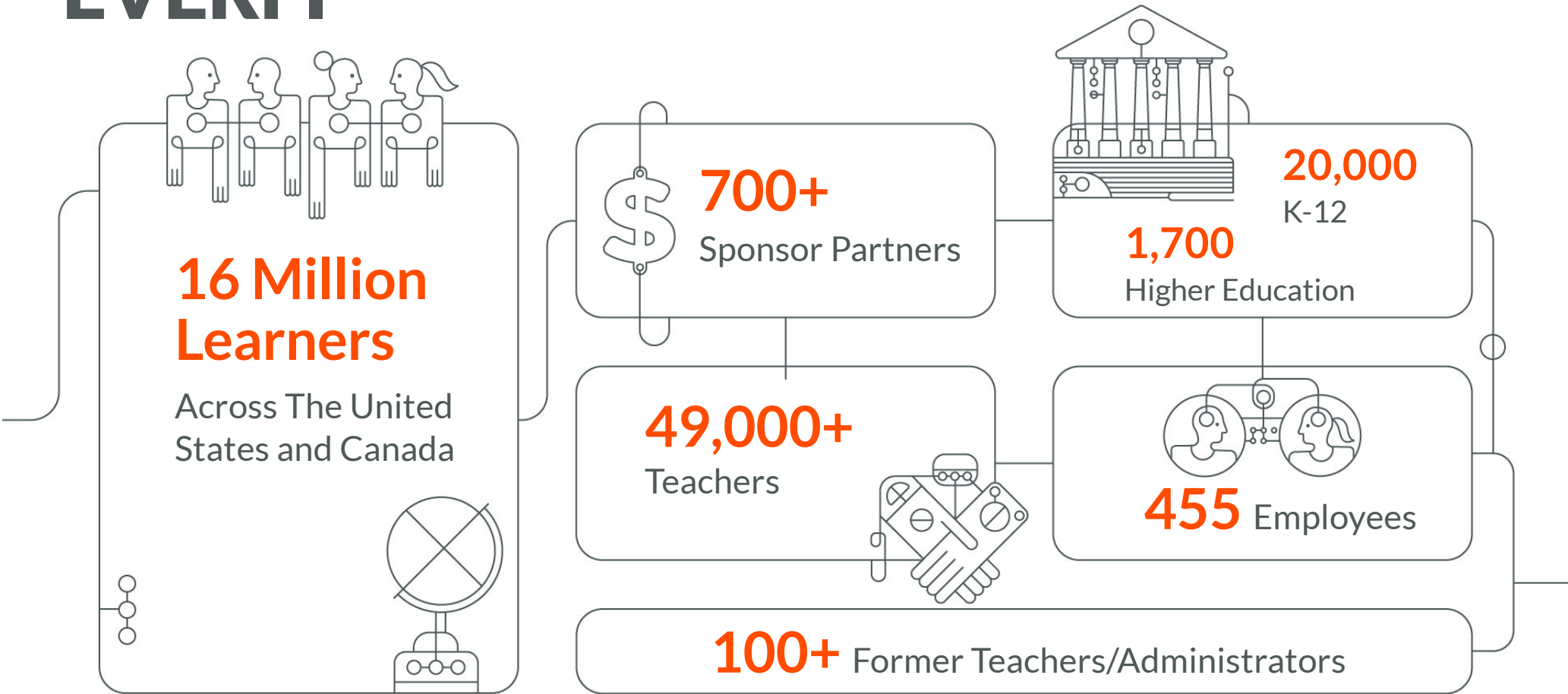
**About
EVERFI**

EVERFI K-12

With a network of 20,000+ schools and hundreds of partners who share our mission, EVERFI delivers engaging digital resources, free of charge so teachers can equip students with critical skills for success beyond the classroom.



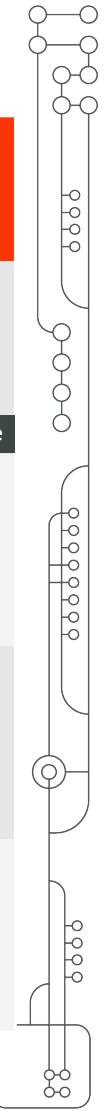
EVERFI



The background of the image is a dense, intricate line-art illustration. It features a complex network of interconnected lines, circles, and rectangular shapes, resembling a circuit board or a data network. Several human figures are integrated into the design, including profiles of heads, full-body silhouettes, and stylized figures. Some figures appear to be interacting with or connected to the network. The overall aesthetic is clean, modern, and technical, suggesting themes of technology, education, and interconnectedness.

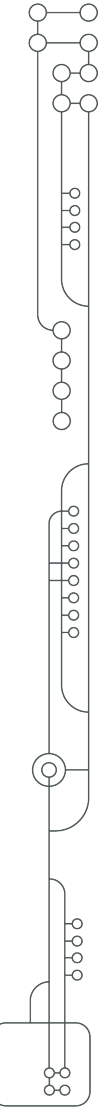
Instructional Resources

Financial Education	STEM Exploration	Citizenship & Diversity	Career Success	Health & Wellness	Summer Learning
Vault Understanding Money 4-6 th Grade e	Hockey Scholar Math Edition and Science Edition 5-8 th Grade e m	Commons Civic Engagement 8-10 th Grade m h	Venture Entrepreneurial Expedition 7-10 th Grade m h	Healthier Me Nutrition & Wellness 1st-4 th Grade and 6-8 th Grade e m	Summer Slugger Math & Literacy 4-5 th Grade e
FutureSmart 6-8 th Grade m	Ignition Digital Citizenship 6-9 th Grade m h	306 African-American History 9-12 th Grade h		Healthy Relationships Character Education 7-9 th Grade m h	
EVERFI Financial Literacy 9-12 th Grade h	Endeavor STEM Literacy & Career Exploration 7-9 th Grade m h			AlcoholEdu for High School 9-12 th Grade h	
	Radius STEM Career Readiness 8-9 ¹⁰ h Grade h			R_x Drug Abuse Prevention 9-12 th Grade h	
e Elementary School m Middle School h High School					



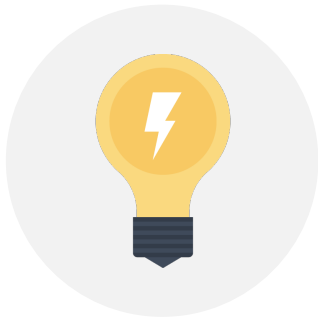
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Platte City Middle School and EVERFI



Educator Benefits

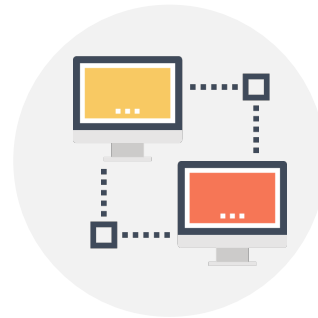
In addition to interactive digital resources aligned to your state standards, educators also receive:



Real time reporting to see your students' baseline knowledge and growth



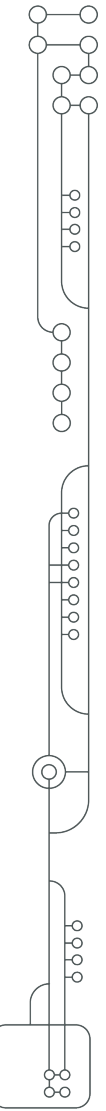
Offline lesson plans and discussion questions



Access to EVERFI's ever-growing library of digital curriculum



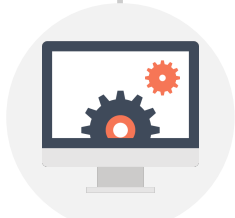
Student scholarship opportunities



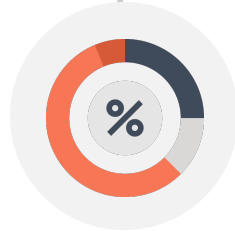
Implementation Strategies



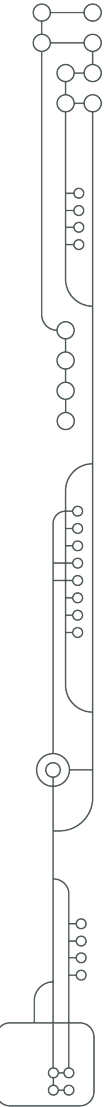
- ▶ Introduction to New Material
- ▶ Guided and Independent Practice

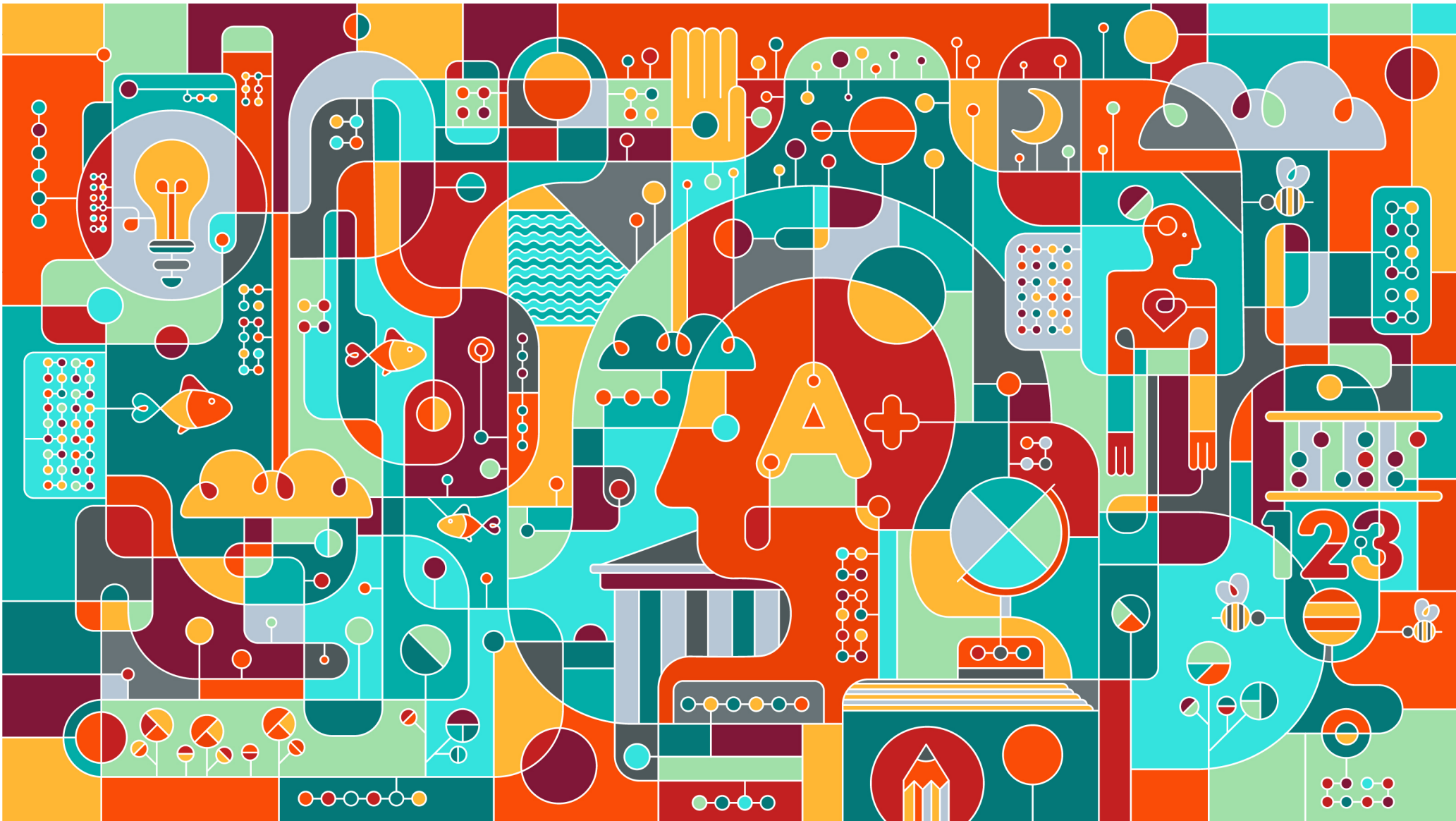


- ▶ Flipped Classroom



- ▶ Content Review
- ▶ Capstone Project





Vault

Understanding Money™ for Grade School



Highlights

- 6 modules, 30 minutes each
- Typically placed in Math, Social Studies or Technology class
- Embedded, performance-based games
- Personalized offline goal-setting activities
- Supplemental lesson plans for teachers

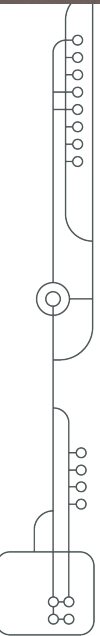
Grade Level: 4th - 6th

Course Length: 2.5 hours

Aligns with state and national Jump\$tart standards

Topics Areas

- Savings Plans
- Setting Financial Goals
- Taxes
- Income
- Budgeting
- Credit vs. Cash
- Managing Risk
- Investing
- Borrowing
- Needs & Wants



FutureSmart



Grade level
6th – 8th



Structure
7 scenario-
based modules



Learning
time
3 – 3.5 hours



Standards
Jump\$tart,
NCSS



Course Highlights

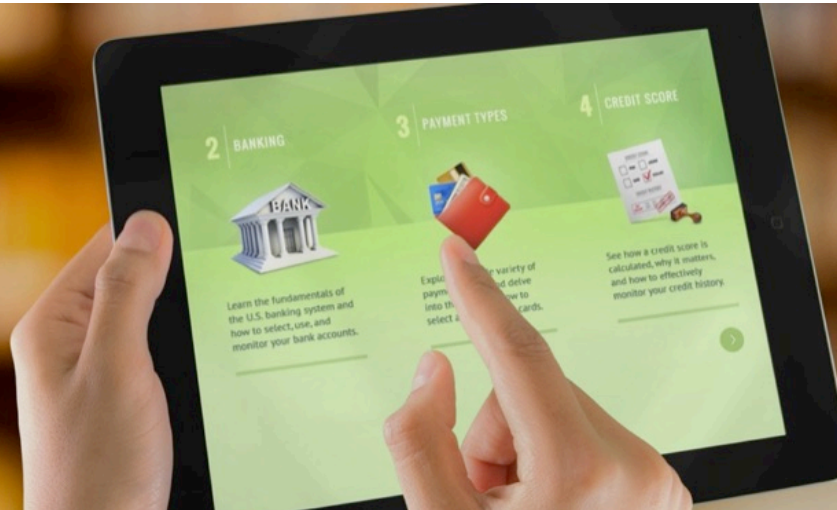
- 7 modules, 30 minutes each
- Typically placed in Economics, Business or Social Studies classes
- Simulation-based learning embedded with real-world decisions
- Companion mobile app to reinforce positive financial behaviors

Topics Areas

- Financial Values & Goal-Setting
- Budgeting and Opportunity Costs
- Saving and Investing
- Payment Types
- Banking
- Risk vs. Return
- Planning for the Future

EverFi

Financial Literacy™ For High School



Highlights

- 9 modules, 45 minutes each
- Typically placed in Economics, Business or CTE classes
- Real-life guided practice simulations, like filling out the FAFSA or 1040-EZ forms
- Ability to share budgeting & higher education information with parents

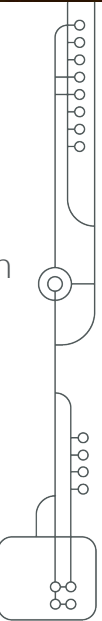
Grade Level: 9th - 12th

Course Length: 6 - 8 hours

Aligns with state and national Jump\$tart and Common Core standards

Topics Areas

- Saving
- Banking
- Payment Types
- Credit Score
- Financing Higher Education
- Renting vs. Owning
- Taxes and Insurance
- Consumer Protection
- Investing

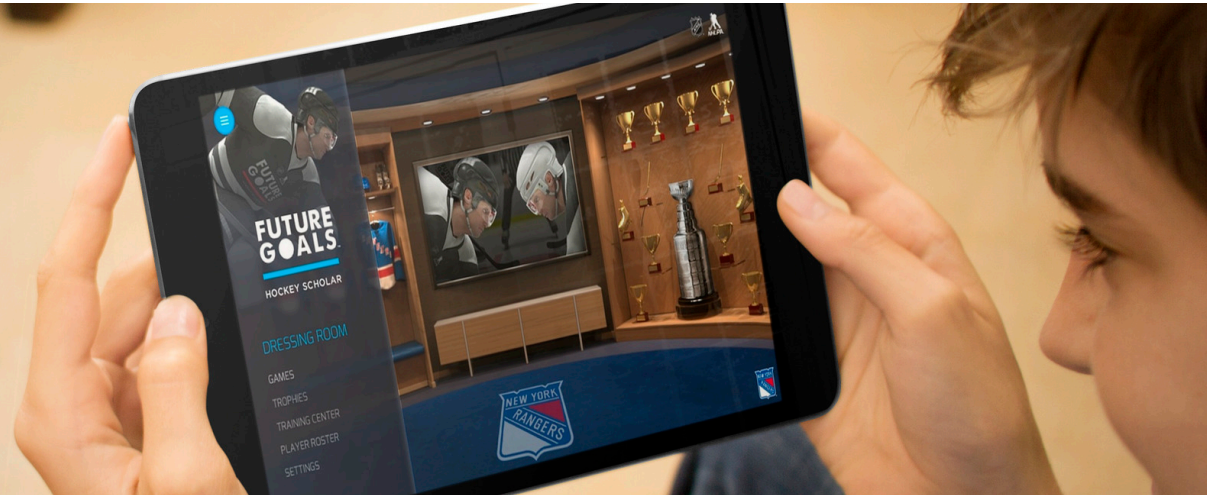




FUTURE GOALS™

POWERED BY EVERFI

Hockey Scholar™



Highlights

- 6 modules for both Science and Math
- 20 minutes each
- Typically placed in Math and Science classes
- Utilizes game of hockey to explore real-life STEM concepts
- Each module structured to reinforce Scientific Method
- Bonus STEM Career video content

Grade Level: 4th - 8th
Course Length: 3 - 5 hours
Aligns with State & Provincial Math/Science standards, NGSS, & CCSS Math

Topics Areas

- Experimental Variables
- Data & Graphical Analysis
- Calculating Area
- Kinetic & Potential Energy
- Phases of Matter
- Types of Forces
- Body Systems
- Distance vs. Time
- Geometric Constructions
- Coordinate Planes



Ignition

Digital Literacy & Responsibility™



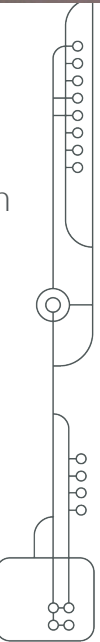
Highlights

- 7 modules, 30-45 minutes each
- Typically placed in Computer/Technology classes
- Nuts and bolts of how technology works
- Virtual environments and simulations to tackle Digital Citizenship issues
- Interactive *My Digital Life* capstone game

Grade Level: 6th - 9th
Course Length: 3-4 hours
Aligns with State and ISTE Standards and fulfills CIPA objectives

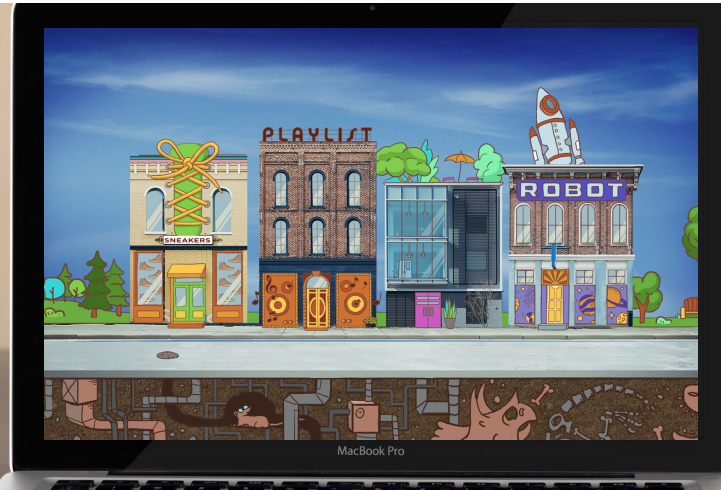
Topics Areas

- Digital Footprint
- Internet Safety
- Cyberbullying
- Conducting Online Research
- Digital Time Management
- STEM Careers



Endeavor

STEM Literacy & Career
Exploration



17

At-a-Glance

STEM is everywhere, and we want students to see that. Through interactive problem-based scenarios, this course takes students into the science, technology, engineering, and math behind their world, and introduces them to inspiring careers they never knew existed.

Grade Level: 6th - 9th

Course Length: 1.5-2 hours

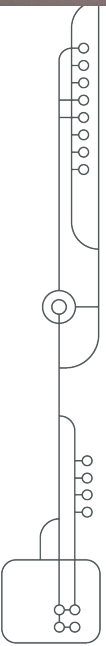
Aligns with Common Career Technical Core, Next Generation Science Standards, Common Core Math

Course Topics

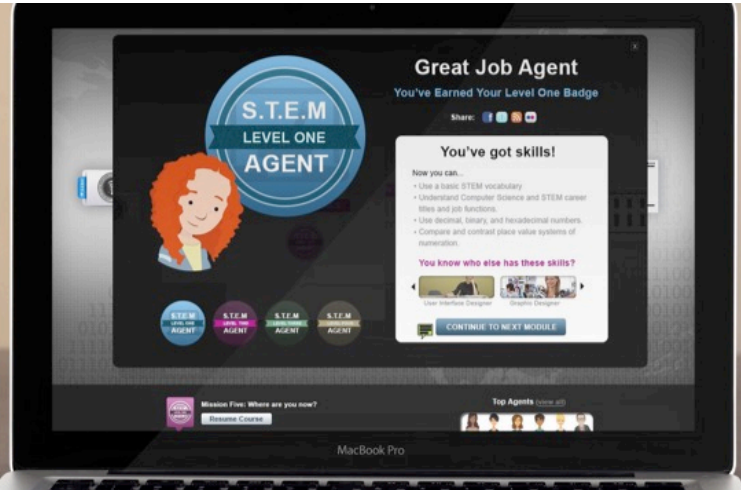
- Big Data and the Internet of Things
- Future of Manufacturing and Design
- The Algorithms behind Recommendations

Course Highlights

- Interactive problem solving-based activities
- Field guide with career profiles and personalized action plan
- Diagnostic profile with recommended career paths
- Pre and Post Assessments



Radius STEM Readiness™



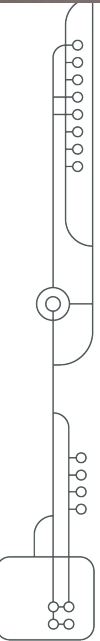
Highlights

- 16 modules, 20-30 minutes each
- Typically placed in Math or Science classes
- Inspires STEM Careers
- Teaches Critical Thinking Skills
- Brings Mathematical Concepts to Life

Grade Level: 8th - 10th
Course Length: 8-10 hours
Aligns with Common Core, Math and ELA; State and National Standards for CTE

Topics Areas

- Decimal & Binary Numbers
- Linear Equations
- HTML Coding
- Unit Conversion
- Functions
- Cryptography
- Truth Tables
- Coordinate Plane
- Probability



Commons

Digital Town Square™



Highlights

10 modules, 25 minutes each

Typically placed in Government, Social Studies, or ELA classes

Real-life guided practice simulations

Embedded iCivics games to reinforce and extend course content

Guided persuasive writing capstone activity

Grade Level: 7th - 10th

Course Length: 5 hours

Standards: National Curriculum Standards for Social Studies, CCSS ELA

Topics Areas

- Rights of U.S. Citizens
- Structure and Branches of U.S. Government
- Elections and Voting
- Juries and the Courts
- Persuasive Writing and Debate
- Taxes and Budgets
- Duties of Elected Officials



306

African-American History™



Highlights

15 modules, 5-10 minutes each

Typically placed in Social Studies or ELA classes

Short vignettes focused on a specific person, event, or theme

Capstone project constructing an essay around a key theme from the course

Grade Level: 9th - 12th

Course Length: 2.5-3 hours

Aligns with state and national JumpStart and Common Core standards

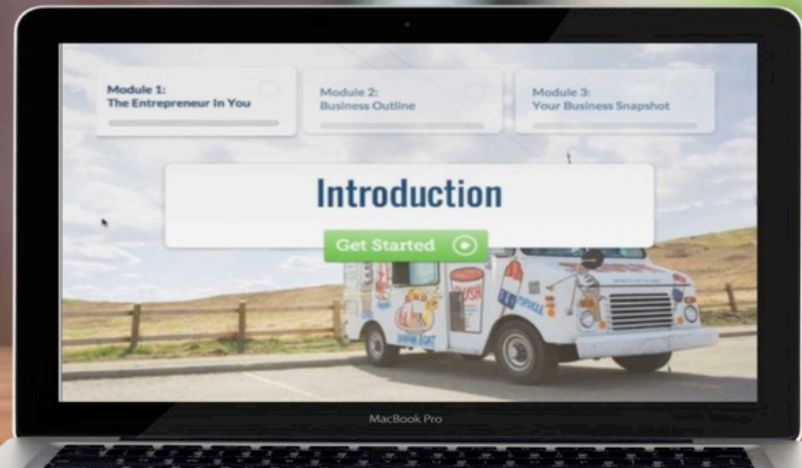
Topics Areas

- Trans-Atlantic Slave Trade
- Underground Railroad
- Phyllis Wheatley
- Frederick Douglass
- Hiram Revels
- Tuskegee Institute
- W.E.B. De Bois
- The Harlem Renaissance
- Brown vs. Board of Education
- Montgomery Bus Boycott
- The Freedom Rides
- March on Washington



Venture Entrepreneurial Expedition™

21



Highlights

- 3 modules, 30-45 minutes each
- Typically placed in Business classes
- Interactive Personal Diagnostic
- Personalized Food Truck Business Simulation
- Create an e-portfolio – a dynamic visual representation of their business pitch & career goals

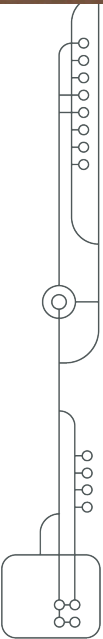
Grade Level: 7th-10th grade

Course Length: 1.5-2 hours

Aligns with Common Core, Math and ELA standards

Topics Areas

- Generating Business Ideas
- Market Research
- Growing a Business
- Finances: The Cost of Doing Business
- Marketing: Promoting your Business
- Creating your Business Pitch





Summer Slugger

Literacy and Math Reinforcement

Highlights

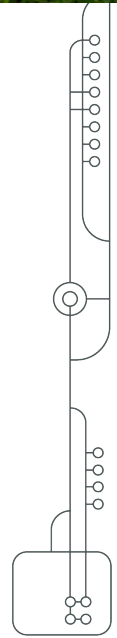
- 36 individual games, each lasting around 10 minutes*
- Suggested placement in Math & English
- Interactive, gamified, mobile-friendly, baseball-themed activities
- Motivation through points, levels, and progress-based rewards
- Bonus challenges focusing on social-emotional, physical, and community-based tasks

Grade Level: 4th - 5th
Length: 6 hours
Aligns with Common Core State Standards (CCSS) and National Standards

Topics Areas

- Units of Measure
- Spelling
- Place Value
- Phonemic Awareness
- Arithmetic
- Vocabulary
- Geometry
- Comprehension

* Games can be released at weekly intervals, or all at once



Healthier Me

Wellness Fundamentals for
Elementary School



At-a-Glance

Healthy lifestyles start early, when our eating habits and fitness routines are just forming. This course turns familiar scenarios into teachable moments to build healthy behaviors students can use throughout their lives. From building a balanced plate to identifying the activities that will improve their endurance, students will learn to become a Healthier Me.

Grade Level: 1st - 4th

Course Length: 20 - 25 minutes

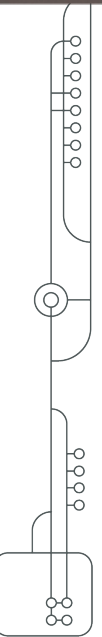
Aligns with National Health Education Standards (NHES),
USDA Dietary Guidelines

Course Highlights

- Interactive scenarios to model and reinforce healthy behaviors
- Rich illustration and character animations to keep learners engaged
- Real-world food and fitness choices

Course Topics

- Making healthy decisions
- Eating well-balanced meals
- Nutritional properties of foods
- Benefits of physical activity



Healthier Me

Wellness Fundamentals for Middle School



At-a-Glance

Healthy lifestyles start early, when our eating habits and fitness routines are just forming. This course turns familiar scenarios into teachable moments to build healthy behaviors students can use throughout their lives. From building a balanced plate to making decisions at the grocery store, students will learn to become a Healthier Me.

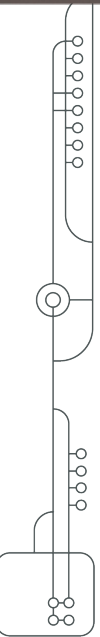
Grade Level: 6th - 8th
Course Length: 30 - 40 minutes (with surveys)
Aligns with National Health Education Standards (NHES),
USDA Dietary Guidelines

Course Highlights

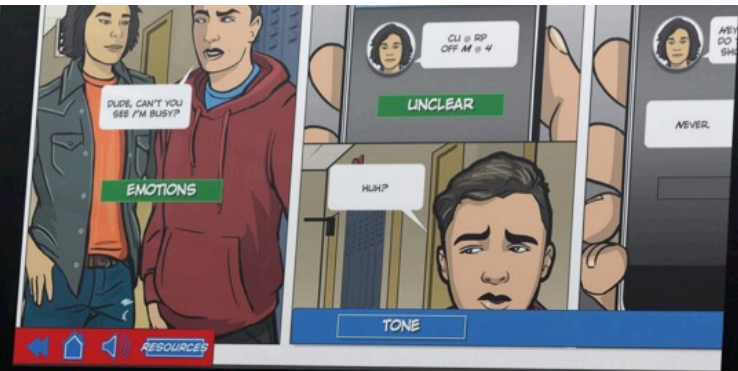
- Interactive scenarios to model and reinforce healthy behaviors
- Rich illustration and character animations to keep learners engaged
- Real-world food and nutrition choices

Course Topics

- Making healthy decisions
- Eating well-balanced meals
- Nutritional properties of foods
- Setting Health-Related Goals



Healthy Relationships



Highlights

- 6 modules, 30 minutes each
- Typically placed in Health, Social Studies, or English class
- Covers key concepts around positive character development, social-emotional learning (SEL), and healthy relationships
- True-to-life scenarios including bystander intervention strategies and positive relationship examples

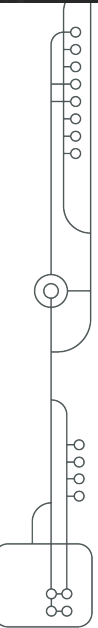
Grade Level: 7th - 9th

Course Length: 2 – 3 hours

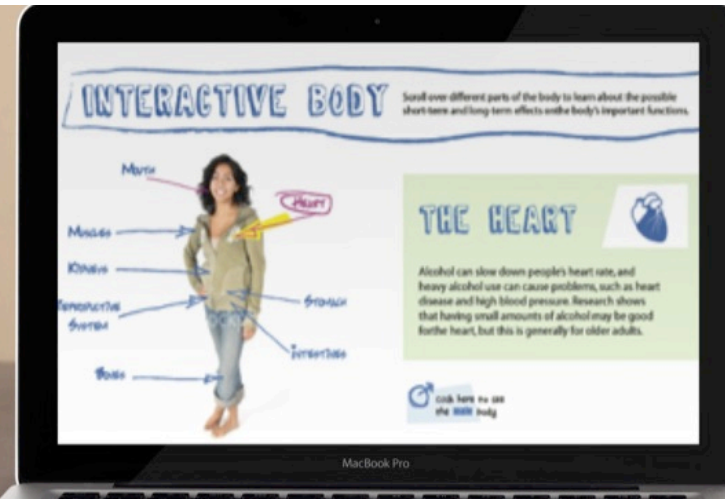
Aligns with National Health Education Standards (NHES), CASEL Social and Emotional Learning Competencies, Common Core State Standards (CCSS)

Topics Areas

- Analyzing Influences
- Understanding and Managing Emotions
- Communicating Effectively
- Resolving Conflicts
- Stepping In
- Making Decisions



AlcoholEdu™ for High School



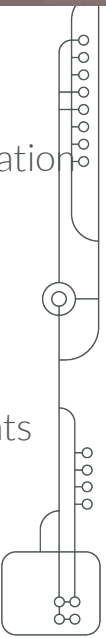
Highlights

- 10 modules, 10 minutes each
- Typically placed in Health or Physical Education classes
- Goal-setting tools & Adaptive Pathing
- Pre- and post- behavioral survey data for your school
- Companion parent course

Grade Level: 9th - 12th
Length: 2 hours

Topics Areas

- Peer Pressure
- Making Good Decisions
- Media Influence
- Underage Drinking Laws
- Bystander Behaviors
- Blood Alcohol Concentration
- Alcohol & the Brain
- Goal-Setting
- Addiction
- Tips for Talking to Parents



Prescription Drugs

Misuse & Abuse Prevention for High School



Grade level
9th – 12th



Structure
6 modules



Learning time
30 – 45 minutes



Assessments
Pre/post quizzes



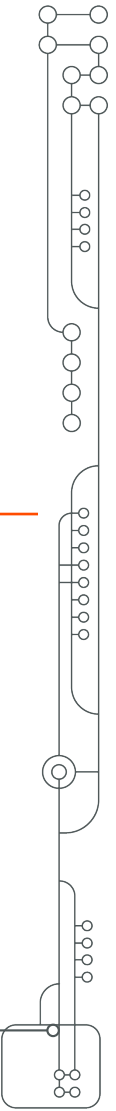
Standards
NHES

Course Mission Statement

Provide high school students with the knowledge and confidence to use prescription drugs safely, and to protect themselves and their community from the dangers of misuse.

Topic Areas

- Opioids, stimulants, & depressants
- The science of addiction
- Interpreting prescription labels
- Misuse refusal skills
- Supporting others



EVERFI

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