Social-Emotional Learning Resources

This document summarizes some of the Social-Emotional Learning (SEL) Resources available to Cobb teachers.

1. **Newsela – Social Emotional Learning Collections for elementary, middle and high school**
   The SEL Collections have complete lessons available. Teachers and coaches can assign lessons to students. Teachers can also create text sets that would be available to all teachers at their school. Newsela is appropriate for grades 3-12 as individual assignments or whole class assignments. Teachers would need to modify and adapt lessons for students in grades K-2.

2. **Minecraft – Social-Emotional Learning Worlds available - [http://msft.it/6019TkgQP](http://msft.it/6019TkgQP)**
   The game students love now has social-emotional learning lessons and worlds available. Students can access these worlds and experience engaging lessons on different aspects of social emotional learning.
   **Featured Available Worlds:**
   a. **The Mindful Knight** – This world will take students through exercises to introduce mindfulness, self-regulation, and social awareness. Students will document their experience in the in-game portfolio and camera which can be exported as PDFs for teacher review. This is appropriate for grades 3-12 to complete the activities in their worlds as individual activities. Grades K-2 may be able to complete the activities in the world as a whole class activity. This world is available in the Lesson Library within Minecraft. [Click here for a link to the lesson](http://msft.it/6019TkgQP).
   b. **Digital Citizenship** – After teachers teach the accompanying lesson, students will enter this Minecraft World and use digital citizenship skills to work collaboratively to complete the tasks within the world. [Click here for a link to the lesson](http://msft.it/6019TkgQP).
   c. **Inspiration Island** – This world allows students to explore Creative Mode in Minecraft and challenges them to be creative with their Minecraft builds. Students will create structures that help them express their emotions. Students will also be able to identify areas of self-growth as well as highlight their strengths. This world is available in the Lesson Library within Minecraft. [Click here for a link to the lesson](http://msft.it/6019TkgQP).
   Students can watch and respond to movies aligned with social emotional learning components. Classroom teachers can assign movies and corresponding activities to their students. Students can interact with the movies by taking a quiz, creating a concept map, creating their own BrainPOP movie as well as other activities attached with each movie. The Health section of BrainPOP has been renamed Health and SEL to help teachers easily find the materials.

4. **EverFi** – EverFi is accessible through Clever and has interactive learning modules teachers can assign students.

   Modules available include:
   - *The Compassion Project* – Grades 2-4
   - *Character Playbook (Building Healthy Relationships)* – Grades 7-9
   - *Healthier Me: Elementary School* – Grades 1-4
   - *Healthier Me: Middle School* – Grades 6-8
   - *Mental Wellness Basics* – Grades 8-12
   - *Ignition (NEW–Digital Wellness and Safety)* – Grades 6-9

5. **Nearpod** – [https://nearpod.com/social-emotional-learning](https://nearpod.com/social-emotional-learning)
   The SEL resources are available in the Platinum level (paid) accounts. All TTISs and many media specialists have this account to help support teachers. Teachers and coaches can partner with TTISs or media specialists at their school to explore and give these lessons.