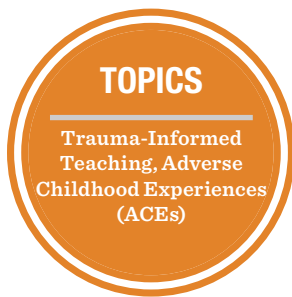


Trauma-Informed Practices for K12 Schools

PROFESSIONAL DEVELOPMENT SIMULATION

An interactive role-play simulation for educators to build skills, confidence, and empathy to better support students whose behavior might be related to sources of trauma or distress. It prepares users to spot warning signs of trauma, lead real-life conversations with students, improve their experience in class, and explore making a referral to a mental health professional.



TOPICS

Trauma-Informed Teaching, Adverse Childhood Experiences (ACEs)



USERS

Educators and other youth-serving adults



SETTINGS

K-12 schools, youth programs, juvenile justice



DURATION

30-45
minutes

Developed in collaboration with UNICEF USA, this online solution quickly and cost-effectively equips school staff with the skills to recognize and respond to students impacted by trauma or distress.

BUILD REAL-LIFE SKILLS IN A VIRTUAL CLASSROOM

Assume the role of an educator and talk with three virtual students who are having issues related to sources of trauma or distress. Try different approaches to see what works best.



The screenshot shows a virtual classroom environment. On the left, a 'CONVERSATION MENU' includes 'TALK' and 'UNDO' buttons. A 'VIRTUAL EDUCATOR' is shown from behind, sitting at a desk. A 'VIRTUAL STUDENT/TEACHER' (Charlie) is sitting across from them. A 'VIRTUAL COACH' is also present. On the right, there are three inset windows showing the faces of the virtual students: Lucas and Noah.

Learn more at kognito.com

Harnessing the power of conversation to create a trauma-sensitive school culture.

According to the 2016 National Survey of Children's Health, nearly 35 million children and teens in the U.S., have experienced at least one type of serious childhood trauma. Preparing school staff to recognize and respond to students who have experienced adverse childhood experiences is essential for each student achieve their potential.

LEARNING OBJECTIVES

- Increase knowledge and awareness about the types of experiences that can cause distress or trauma, and how these relate to brain development
- Recognize when a student's behavior might be the result of trauma or distress
- Lead conversations with a student about how they might be feeling
- Problem-solve ways that their class or school can become a more comfortable place for students who have experienced trauma
- Assess the need for referral, motivating students to seek help when needed
- Consider educators' own needs for self-care

FEATURES

- Fully-hosted solution deployed to users in less than one week
- Technical assistance and outreach templates to drive adoption
- Usage reports and customizable online surveys to support program evaluation
- Customizable list of local and national mental health resources
- Discussion guides to support blended delivery with in-person workshops
- Certified for 1.0 ANCC CNE contact hours

HOW TO BUY

Organizations can purchase yearly subscriptions to the simulation that include hosting, technical assistance, program evaluation, and usage reports. For details, contact k12accounts@kognito.com or **212.675.9234**. To purchase 1–50 individual licenses, please visit store.kognito.com.