

COURSE OVERVIEW



Bullying Prevention

SCH 206



COURSE DESCRIPTION

Bullying Prevention is a cognitive life skills course for students, written as historical fiction. It follows the lives of those being bullied and those doing the bullying. The course highlights the consequences for both victims and perpetrators. The course demonstrates the serious problems associated with bullying in its many forms, ranging from in person to cyber bullying. The course defines bullying and helps students become more self aware of their potential to bully or become a victim of bullying and provide effective solutions for avoiding bullying.



LEARNING OBJECTIVES & SKILL DEVELOPMENT

- Increase student awareness for the consequences of bullying.
- Students will obtain new thinking skills to avoid being involved in bullying.
- Students will be able to accurately identify instances of bullying.
- Students will obtain new skills to respond effectively to instances of bullying.



RECOMMENDED USES

- **Self-Directed**—Student does most of the course work independently with a parent or mentor.
- **Group**—To be completed at school in a group format with a facilitator.
- **Hybrid**—A combination of self directed learning and group instruction.
- **Blended Learning**—A combination of online and offline curriculum



COURSE INFORMATION

Author and Publisher: ACCI Lifeskills

Course Format: eLearning and Printed Workbook

Item Number: SCH 206

eLearning Length: 186 Slides

Scientific Model: Cognitive Restructuring

Workbook Pages: 36

Course Length: 4-6 hours

Instructor Guide: G605



COURSE CONTENT

Unit 1: LUCAS

Are we better because we were born different?

Unit 2: BERT

Why would we want to hurt our classmates?

Unit 3: MARISA

The many aspects of bullying and its effect on others.

Unit 4: PAY IT FORWARD

We can be a positive influence in our school and community.



PURCHASE OPTIONS

- License to reprint
- Purchase individual courses
- Customized eLearning platform
- Parent Enrollment
- School Referral



eLEARNING ACTIVITIES

Narration

Story Telling

Animation

Gamification

Animated Thoughts

Self Assessments

Interactive Images