



#### **COURSE OVERVIEW**

### **Distracted Driver**

SCH 207



#### **COURSE DESCRIPTION**

The Distracted Driver course is ideal for teenagers and young adults who find it challenging to manage distractions and specifically technology distractions while driving a motor vehicle. This is not a standard traffic program not is it a traffic education program, rather, it is a cognitive awareness course that helps students develop a safety first mindset while operating a moving vehicle. The course offers insights and awareness that increase driver responsibility.



# LEARNING OBJECTIVES & SKILL DEVELOPMENT

- Increase student safety and awareness while driving
- Identify and manage technology addictions
- Develop positive thinking skills associated with driving
- Develop appreciation for traffic laws and consequences



#### **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 207Workbook Pages: 48eLearning Length: 205 SlidesCourse Length: 6-8 hoursScientific Model: Cognitive RestructuringInstructor Guide: G 605



#### **PURCHASE OPTIONS**

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



### **COURSE CONTENT**

### Unit 1: TEXTING WHILE DRIVING

Seconds can mean the difference between safety, death or serious harm.

Unit 2: DRIVER VALUES, ATTITUDES, AND BEHAVIORS

A lesson on the sub conscious mind

## Unit 3: DRIVER RESPONSIBILITY

You can't separate the person from the driver. Positive people = positive drivers

## Unit 4: LAWS AND CONSEQUENCES

A society without laws is no society at all.

Unit 5: DRIVING WITH SKILLS AND SENSE

15 emotional factors that contribute to driving



# eLEARNING ACTIVITIES

Narration
Story Telling
Animation
Gamification
Animated Thoughts
Self Assessments
Interactive Images