Dear Parent/Guardian,

We are always looking for ways to support students’ growth and learning, so we are taking the next step to improve our students’ social and emotional skills by using Centervention® programs.

Your student may be using one or more of these programs: Zoo Academy, Zoo U, SS GRIN, Hall of Heroes, and Stories in Motion. (More information about each program on the following pages.)

These are interactive online programs in which students practice social and emotional skills through fun challenges. These games benefit all kids, as we all have room for improvement.

It may seem counter-intuitive to use technology to teach social and emotional skills. However, games and technology are engaging for kids, and once they’ve learned these skills in the programs, they can be applied to their real lives.

If you hear your student talking about any of these games, skills, or characters at home, please start a discussion about what they’re learning.

Don’t hesitate to reach out if you have any questions!

Sincerely,

Phone:

Email:
Skill practiced in the games:

- **Communication**: Includes verbal communication, or what you say and how you say it, and nonverbal communication, such as body posture, facial expression, and eye contact.
- **Cooperation**: Working together with others as a team to accomplish a goal.
- **Critical Thinking**: Considering the facts of a situation and taking others’ perspectives into account, rather than relying on assumptions.
- **Empathy**: The ability to identify and understand other people’s emotions.
- **Emotion Regulation**: The ability to identify your feelings and manage them appropriately.
- **Impulse Control**: The ability to control your behaviors by considering short- and long-term consequences.
- **Respect**: Esteem for self and others, shown through words and actions.
- **Social Initiation**: Making and keeping relationships by knowing when and how to work or play with others.
- **Thinking Towards the Future**: Setting goals and creating action plans to achieve those goals.
Improve Social and Emotional Skills with Game-Based Interventions

2nd - 4th Grade

In Zoo U, students learn the fundamentals of social and emotional skills through common scenarios like joining games at recess and working with a partner, with the added fun of friendly animals.

3rd - 5th Grade

In Adventures Aboard the S.S. GRIN, Commander Callous and other villains threaten to destroy friendship on Pacifico Island! Players must prove their skills to the keeper of each friendship stone by helping citizens of the island with different tasks.

Zoo Academy

In Zoo Academy, the prequel to Zoo U, students help rescued baby animals begin to learn critical social and emotional skills so they can be successful in their new school environment.
Improve Social and Emotional Skills with Game-Based Interventions

Middle School

In Hall of Heroes, students navigate a superhero middle school where they must build their powers and skills to make friends, resist peer pressure, and save the school from supervillian Dr. Klepto.

Students with Autism

In the online, interactive program, Stories in Motion, elementary school students with Autism Spectrum Disorder create personalized social narratives around common school scenarios.