NATIONAL BOARD
for Professional Teaching Standards®

May 20 WEBINAR FOLLOW-UP MATERIAL: *Tools to Help Students Manage Their Digital Wellbeing*

[Replay](#)

[Slides](#)

[Teachers Helping Teachers resources](#)

[Certificate of Attendance](#)

Regarding the National Board assessment, we emailed candidates most recently on May 18. That message and all previous communications are available on our dedicated COVID-19 page [here.](#)

- If you have questions about Component 1 testing, please go to the VUE customer [support page](#) which includes information about how the COVID-19 risk is being addressed at testing sites generally and in your area.
- All other questions should be addressed to NB customer support [via the webform](#) at or call us at 1-800-22-TEACH.

FACEBOOK

Youth and Media

GGSC Greater Good Science Center
RESEARCH & EDUCATION FOR A MEANINGFUL LIFE

BEYOND DIFFERENCES™

Facebook Resources

[Get Digital](#): Get lesson plans, conversation starters, activities, videos and other resources to help young people become empowered in a digital world.
- [Resources for Youth](#)
- [Resources for Parents & Caregivers](#)

- [Resources for Educators](#)
- [Get Digital Tips](#)

[inspirED SEL](#)

Great Good Science Center Resources

The Greater Good Science Center's [Education Program](#) provides science-based resources to nurture the social and emotional well-being of educators and students. We offer free articles through the [Greater Good magazine](#), and practices for educators to use with their students and for their own well-being through [Greater Good in Education](#) (GGIE), a free website for education professionals. We also offer an annual [Summer Institute for Educators](#) who want to study the science of well-being more in-depth. Because of COVID-19, we've cancelled the institute and are instead creating an online course that will start the week of July 6th. Sign up for our [newsletter](#) for updates.

For students, we have many developmentally-appropriate practices on GGIE, but one that is especially good for right now and that works for all ages is [Shake It Off](#) -- a mindfulness practice that combines body and breath, which can help remove emotional and physical tension from the body.

[GGIE COVID-19 Resources](#)

[A collection of GGIE practices](#) that directly address educator stress.

Harvard's Berkman Klein Center Resources

[Educational Resources for Educators](#)
Youth and Media's [Digital Citizenship+ (Plus) Resource Platform](#) (DCPR) is home to a collection of (over 100) free, Creative Commons educational resources co-designed with youth that can be used to learn and teach about the digital world. Particularly given recent concerns around youth and inequities in access conditions, it's important to note that many of these resources require limited Internet access.

[Youth and Digital Citizenship+ (Plus): Understanding Skills for a Digital World](#)
This new report addresses questions such as: What types of skills young people should learn to meaningfully engage academically, socially, ethically, politically, and economically online? How can educators, parents and caregivers, governments, companies and other organizations embrace the opportunities to support young people in becoming digital citizens? How is the concept of digital citizenship similar to or different from other concepts, such as digital literacy, media literacy, new media literacies, 21st century skills, or digital competence? What are key considerations for learning spaces and meaningful youth engagement? On page 31, we provide suggestions around ways our educational resources can be integrated into academic subjects, such as English, Math, and History. On page 32, we also offer ideas on creative ways to mix and

match our resources, which may be particularly useful for educators in informal learning settings. As with many of our educational resources, the majority of these are accessible to communities with limited to no Internet access.

[Co-designing Playlists, XPs, and Badges with Youth](#)
This blog post introduces the educators to the co-design approach and shares why co-designing with youth can be helpful.

[Educational Resources for Youth](#)
Youth and Media recently released a set of 24 learning activities for young people. Thematically, the resources explore perennially-important areas of the digital environment that have become particularly salient in the context of COVID, such as data collection, civic engagement, and career exploration and readiness. These activities have been grouped into four collections, so youth can engage as deeply as they would like: (1) [Building and Protecting Your Online Presence](#), (2) [Crafting a Successful Resume](#), (3) [Sharing Your Work Online — What License to Use?](#), and (4) [Creating the Change You Want](#). All of our team's educational resources (e.g., learning activities, podcasts, visualizations) may be found on our [Digital Citizenship+ (Plus) Resource Platform](#) (DCRP).

<u>Beyond Differences</u>

[Beyond Differences Programs](#)