education lifeskills

COURSE OVERVIEW

Serendipity Cognitive Sexual Awareness

SCH 204

COURSE DESCRIPTION

Serendipity is a cognitive sexual awareness lifeskills course for teens. It is not sex education, but a cognitive awareness course of natural human sexuality. Written as historical fiction, it follows the lives of teens struggling with their own sexuality. Serendipity means "happy accident" or finding something good or useful. This course can be serendipitous — an unsuspected gem of awareness and protection for youth — as they struggle with changing bodies and their own sexuality.

LEARNING OBJECTIVES & SKILL DEVELOPMENT

- Students will learn healthy ways to manage their changing bodies and sexuality
- Students will learn the possible consequences of STIs
- Students will develop skills for avoiding common problems associated with human sexuality
- Students will become more aware of how their thoughts drive their feelings, emotions and behaviors

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 204

eLearning Length: 192 Slides

Scientific Model: Cognitive Restructuring

Workbook Pages: 36

Course Length: 4-6 hours

Instructor Guide: G605

COURSE CONTENT

Unit 1: SERENDIPITY
Family discussion on sexuality.

Unit 2: MR. STEED
Rational behaviors are often defeated by irrational thinking.

Unit 3:
TWELVE YEARS LATER
Decisions now affect our lives in the future.

Unit 4: CLOSURE
There is a big difference between bacterial and viral STIs.

PURCHASE OPTIONS

1. License to reprint
2. Individual courses
3. Customized eLearning platform
4. Parent enrollment
5. School referral

eLEARNING ACTIVITIES

Narration
Storytelling
Animation
Gamification
Animated thoughts
Self assessments
Interactive images