EverFi builds digital learning platforms that help students develop critical life skills, and provides them to schools at no cost thanks to numerous nationwide public/private sector partners.
EverFi K-12 Learning Platforms

- **FINANCIAL LITERACY**
  - **Vault**
    - Understanding Money
    - 4-6th Grade
  - **FutureSmart**
    - Financial Literacy
    - 7-9th Grade
  - **EverFi**
    - Financial Literacy
    - 9-12th Grade

- **STEM**
  - **Ignition**
    - Digital Citizenship
    - 6-9th Grade
  - **Radius**
    - Math & Coding
    - 8-10th Grade
  - **Hockey Scholar**
    - Math & Coding
    - 4-7th Grade

- **CIVIC ENGAGEMENT**
  - **Commons**
    - Digital Town Square
    - 8-10th Grade
  - **306**
    - African-American History
    - 9-12th Grade

- **HEALTH & WELLNESS**
  - **Healthy Relationships**
    - Character Development
    - 7-9th Grade

- **CAREER SUCCESS**
  - **Venture**
    - Entrepreneurial Expedition
    - 7-10th Grade
CONTACT

Ben Gwynne
bgwynne@everfi.com
314.384.6931
Healthy Relationships

Highlights

- 6 modules, 30 minutes each
- Typically placed in Health, Social Studies, or English class
- Covers key concepts around positive character development, social-emotional learning (SEL), and healthy relationships
- True-to-life scenarios including bystander intervention strategies and positive relationship examples

Topic Areas

- Analyzing Influences
- Understanding and Managing Emotions
- Communicating Effectively
- Resolving Conflicts
- Stepping In
- Making Decisions

Grade Level: 7th - 9th
Course Length: 2 – 3 hours
Aligns with National Health Education Standards (NHES), CASEL Social and Emotional Learning Competencies, Common Core State Standards (CCSS)
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Topic Areas

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• Communicating Effectively
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• Stepping In
• Making Decisions

Grade Level: 7th - 9th
Course Length: 2 – 3 hours
Aligns with National Health Education Standards (NHES), CASEL Social and Emotional Learning Competencies, Common Core State Standards (CCSS)
Highlights

- 7 modules, 30-45 minutes each
- Typically placed in Computer/Technology classes
- Nuts and bolts of how technology works
- Virtual environments and simulations to tackle Digital Citizenship issues
- Interactive *My Digital Life* capstone game

Topic Areas

- Digital Footprint
- Internet Safety
- Cyberbullying
- Conducting Online Research
- Digital Time Management
- STEM Careers

Grade Level: 6th - 9th
Course Length: 3-4 hours
Aligns with State and ISTE Standards and fulfills CIPA objectives
COURSE STRUCTURE & DATA
I. Assessment

II. Explicit Direct Instruction

III. Guided Practice

IV. Application Based Independent Practice

Formative Assessments (stages II—IV)
## Goals - Hockey Scholar Classes

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After taking EverFi-Financial Literacy™, Missouri students increased their scores on assessment tests by an average of 76%. Here is how they performed, by topic:

Students showed the most gain in Investing and Financing Higher Education.
After taking EverFi – Financial Literacy™, students are more confident and better prepared to make the financial decisions that they will face as they move through their teen years and into young adulthood.

- **67%** Decide how much of their money to spend and how much to save. Up 10% from before the course.
- **69%** Choose the right type of bank account for their money. Up 47% from before the course.
- **69%** Know which payment type to use for a purchase. Up 28% from before the course.
- **61%** Check their credit score and understand what it means. Up 105% from before the course.
- **62%** Apply for financial aid or loans to help pay for college. Up 124% from before the course.
- **63%** Decide whether to rent or buy a home in the future. Up 25% from before the course.
ADDITIONAL COURSES
Radius STEM Readiness™

**Highlights**

- 16 modules, 20-30 minutes each
- Typically placed in Math or Science classes
- Inspires STEM Careers
- Teaches Critical Thinking Skills
- Brings Mathematical Concepts to Life

**Topic Areas**

- Decimal & Binary Numbers
- Linear Equations
- HTML Coding
- Unit Conversion
- Functions
- Cryptography
- Truth Tables
- Coordinate Plane
- Probability

**Grade Level:** 8th - 10th

**Course Length:** 8-10 hours

Aligns with Common Core, Math and ELA; State and National Standards for CTE
FutureSmart™

Highlights

• 7 modules, 30 minutes each
• Typically placed in Economics, Business or Social Studies classes
• Simulation-based learning embedded with real-world decisions
• Companion mobile app to reinforce positive financial behaviors

Topic Areas

• Financial Values & Goal-Setting
• Budgeting and Opportunity Costs
• Saving and Investing
• Payment Types
• Banking
• Risk vs. Return
• Planning for the Future

Grade Level: 6th - 8th
Course Length: 3 – 3.5 hours
Aligns with Jump$tart, NCSS, and State Academic Standards
EverFi
Financial Literacy™
For High School

Highlights

• 9 modules, 45 minutes each
• Typically placed in Economics, Business or CTE classes
• Real-life guided practice simulations, like filling out the FAFSA or 1040-EZ forms
• Ability to share budgeting & higher education information with parents

Topic Areas

• Saving
• Banking
• Payment Types
• Credit Score
• Financing Higher Education
• Renting vs. Owning
• Taxes and Insurance
• Consumer Protection
• Investing

Grade Level: 9th - 12th
Course Length: 6 - 8 hours
Aligns with state and national Jump$tart and Common Core standards
Venture Entrepreneurial Expedition™

Grade Level: 7th-10th grade
Course Length: 1.5-2 hours

Highlights

• 3 modules, 30-45 minutes each
• Typically placed in Business classes
• Interactive Personal Diagnostic
• Personalized Food Truck Business Simulation
• Create an e-portfolio – a dynamic visual representation of their business pitch & career goals

Topic Areas

• Generating Business Ideas
• Market Research
• Growing a Business
• Finances: The Cost of Doing Business
• Marketing: Promoting your Business
• Creating your Business Pitch
Vault Understanding Money™ for Grade School

**Highlights**

- 6 modules, 30 minutes each
- Typically placed in Math, Social Studies or Technology class
- Embedded, performance-based games
- Personalized offline goal-setting activities
- Supplemental lesson plans for teachers

**Topics Areas**

- Savings Plans
- Setting Financial Goals
- Taxes
- Income
- Budgeting
- Credit vs. Cash
- Managing Risk
- Investing
- Borrowing
- Needs & Wants

Grade Level: 4th - 6th
Course Length: 2.5 hours
Aligns with state and national Jump$tart standards
Hockey Scholar™

**Highlights**

- 12 modules, 20 minutes each
- Typically placed in Math and Science classes
- Utilizes game of hockey to explore real-life STEM concepts
- Each module structured to reinforce Scientific Method
- Bonus STEM Career video content

**Topic Areas**

- Experimental Variables
- Data & Graphical Analysis
- Calculating Area
- Kinetic & Potential Energy
- Phases of Matter
- Types of Forces
- Body Systems
- Distance vs. Time
- Geometric Constructions
- Coordinate Planes

Grade Level: 4th - 7th  
Course Length: 3 - 5 hours  
Aligns with State & Provincial Math/Science standards, NGSS, & CCSS Math
Course Organization

Engineering

Math

Science

Game 1
The Equipment

1. Types of Data
2. Correlations
3. IV/DV/Controls

Guide: Equipment Manager

Game 2
The Ice

4. Area
5. Solid/Liquid/Gas
6. Geometry Figures

Guide: Ice Technician

Game 3
The Drills

8. KE/mass/speed
9. Respiratory & Circulatory System

Guide: Skating Coach

Game 4
The Final Practice!

10. KE & PE
11. Angles
12. Forces

Guide: Head Coach
African-American History™

**Highlights**

- 15 modules, 5-10 minutes each
- Typically placed in Social Studies or ELA classes
- Short vignettes focused on a specific person, event, or theme
- Capstone project constructing an essay around a key theme from the course

**Topic Areas**

- Trans-Atlantic Slave Trade
- Underground Railroad
- Phyllis Wheatley
- Frederick Douglass
- Hiram Revels
- Tuskegee Institute
- W.E.B. De Bois
- The Harlem Renaissance
- Brown vs. Board of Education
- Montgomery Bus Boycott
- The Freedom Rides
- March on Washington
Topic Areas

- Rights of U.S. Citizens
- Structure and Branches of U.S. Government
- Elections and Voting
- Juries and the Courts
- Persuasive Writing and Debate
- Taxes and Budgets
- Duties of Elected Officials

Highlights

- 10 modules, 25 minutes each
- Typically placed in Government, Social Studies, or ELA classes
- Real-life guided practice simulations
- Embedded iCivics games to reinforce and extend course content
- Guided persuasive writing capstone activity
Getting Started
1. Go to [www.everfi.com/login](http://www.everfi.com/login), click Register, then Teacher
2. IGNORE SEARCHING FOR YOUR STATE/SCHOOL, just enter this code where it says enter registration code: 6279aa54
Lesson Plans, Curriculum Guides, Quizzes, Cumulative Exams
Courses

Vault: UNDERSTANDING MONEY
- CLASSES
- REPORTS
- ADD CLASS
- DEMO VIDEO

FUTUREGOALS: HOCKEY SCHOLAR
- CLASSES
- REPORTS
- ADD CLASS
- DEMO COURSE

Tips and Tricks
- Getting Started
- Adding a new course
- Top troubleshooting tips
- Getting students started
- More tips and tricks
- EverFi Standards Alignment

Your Schools Manager
Zach Wagner
zwagner@everfi.com
Lesson Plans, Curriculum Guides, Quizzes, Cumulative Exams
Student Registration Instructions

1. Go to www.everfi.com/login
2. Enter in this code _________
CONTACT

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