

Inspiring Teens to Be Civically Engaged

Commons: Digital Town Square- EverFi's new civic learning course, provides students with opportunities to develop and utilize critical civic skills. Students will take part in real-life engagement through research activities, writing to elected officials, developing a project plan, discussing and debating issues with peers, and more. Students will finish their *Commons* experience by writing an op-ed about a topic of their choice, using what they have learned throughout the course.

Commons In Your Classroom

Best-of-Breed Content

Commons leverages award-winning games from content partner, iCivics, coupled with EverFi's unique learning content. The result is a standards-aligned, personalized, learning tool that empowers students and supports teachers in the classroom.

Interactive Simulations

The course utilizes real-world engagement, games, and social interaction to stimulate civic participation in the 21st century. Students will engage in political and social discourse and action, and understand how these issues directly impact their lives.

Assessments

Diagnostic surveys, along with pre and post assessments provide insight into student knowledge gain, along with attitude and behavior change.

Getting Started

Teachers can get started after a 20-minute meeting with their local schools manager.



22%

OF 8TH GRADERS SCORED PROFICIENT IN CIVICS ON THE 2010 NATIONAL ASSESSMENT OF EDUCATIONAL PROGRESS (NAEP)

Level: Grades 8-10

Length: 5 Hours

Topics Covered:

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

EVERFI.COM

EverFi is the leading technology platform that teaches, assesses, and certifies students in critical life skills. Our courses have impacted over seven million students.

The Need For Civic Education

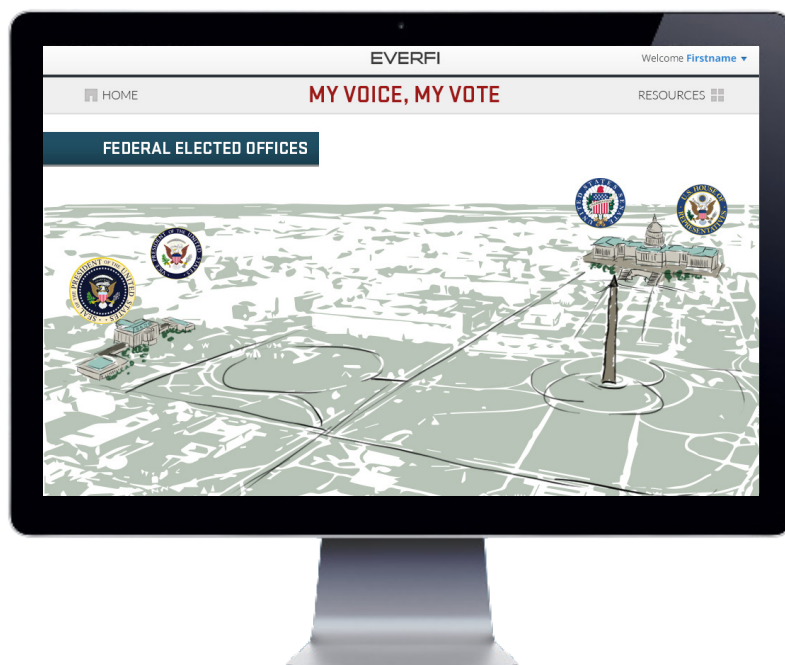
In the 2012 US Presidential election, youth voter turnout was among the lowest in the world. 50% of eligible young people chose not to cast a vote, and research indicates that it was not apathy, but alienation that drove that trend. Many young people feel shut out of the political and civic sphere, and are thus effectively disenfranchised.

Schools have sought to address this through civic education, but many existing resources feel both outdated and impersonal to students, which only reinforces their sense of alienation.

Additionally, with the rise of the digital age, civic participation increasingly happens online. Critical functions such as voter registration, tax returns, political campaigns, advocacy and peer-to-peer communication have moved into the digital space. In today's networked society, digital literacy has become an indispensable part of civic empowerment.

Program Benefits

- Engages students with powerful content, real-life issues, and valuable historical context for civic topics.
- Provides teachers with valuable resources for teaching key skills, with activities mapped to the Common Core Standards for English Language Arts. Content is also closely mapped to state-level Civics and Social Studies standards.
- Students will be able to identify the role of individual citizens in American society, and opportunities for civic participation.



59%

OF 18-24 YEAR OLD'S
ELIGIBLE TO VOTE
DID NOT CAST A
BALLOT IN THE 2012
GENERAL ELECTION

- U.S. Census Bureau

11%

DECLINE IN THE
NUMBER OF 18-24
YEAR OLDS WHO SAY
THEY WILL VOTE IN
THE NEXT ELECTION

- U.S. Census Bureau



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