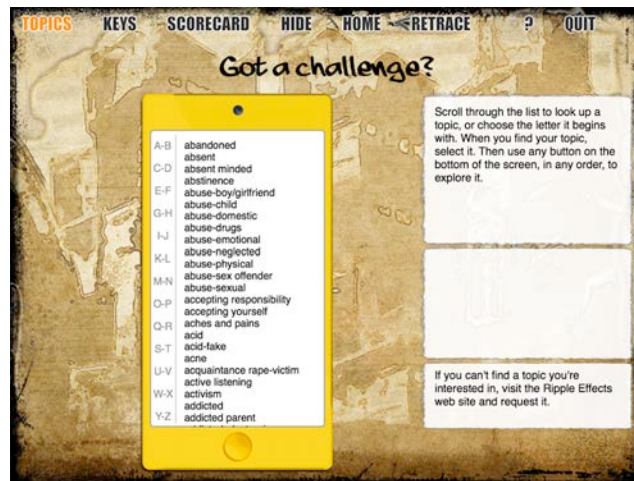


## *Ripple Effects for Kids, Teens, Staff: Web-based version*

- Please contact your school IT coordinator to get the necessary URLs to run the programs. The first time using a program you must create a user name and password (see below) You will need a browser that supports Flash.
- Administrators access student data and reports via the Data Manager app from Ripple Effects. (<http://rippleeffects.com/datamanager>)

## Have students log in and go:

- Create an **account** by entering a first name, last name and password on the sign-on screen. Students should create their own passwords.
- Click on the "?" button to see an **overview** of how the program works.
- Click on the "Topics" or "Keys" buttons to get started. **Scroll** down the list and choose any topic.



- Click on any button at the bottom, in any order, to explore that topic.

Use it. The only record of this program not working is when it isn't used.

### **Set high expectations**

- Have a specific goal; share it. Let students know you expect everyone to succeed.
- Use accompanying manuals to find recommended scope and sequence to match your goal.

### **Let students know:**

- It's a tool, not a toy.
- They **MUST** complete "Brain", "Got Its", and Profiles" to get their points in any topic.
- Use "Scorecard" to check completed topics.
- Their journal and contents of private exploration can not be tracked by anyone, including you.
- To maintain their privacy, they **MUST QUIT** out of the program any time.

### **Facilitate effectively**

- Invite, recommend or require depending on setting. Always require in discipline settings.
- Maximize teachable moments; direct students to program as challenges come up.
- Check compliance – have student show their scorecard; use accompanying data management app.
- Walk the talk; model what you and the program are teaching.
- Encourage students' private use to explore reasons behind behavior.
- Respect privacy; don't hover or refer to areas of private exploration.

### **Reinforce consistently**

- “Catch” what learners do right, even if it's only a part of the whole.
- Point out successes related to content students have learned in the program.
- Encourage students to call out their peers' success in problem solving.
- Recognize positive behavior with group rewards and **PRIVATE** individual recognition (public recognition can sometimes backfire, especially for rebellious youth).
- Notify parents of positive changes in behavior - phone, text, email, or Eagle Eye postcards.

### **Get support and keep at it**

- Use *Ripple Effects for Staff* for ongoing coaching, support and problem solving.
- Ask for help if the technology isn't working, have questions about the installation process, or would like **FREE** implementation support:  
<http://rippleeffects.com/support/tech/>; **support@rippleeffects.com**; **888-259-6618**.