Empowering Teens Through Civic Engagement

In the 2012 US Presidential election, youth voter turnout was among the lowest in the world. Why did 50% of eligible young people choose not to cast a vote? Research indicates that it was not apathy, but potentially alienation that drove that trend.

How do we engage youth in the political and civic space? How do we innovate and empower students to understand and leverage the democratic system that allows civic freedom? With the rise of the digital age, civic participation - voter registration, tax returns, political campaigns, and advocacy - have moved into the digital space. Commons - Digital Town Square is this crossroads of civic and digital empowerment.

A Student-Centered, Blended Learning Design

**Commons - Digital Town Square**, EverFi’s civic learning platform, utilizes real-world engagement, games, and social interaction to stimulate civic participation in the 21st century.

**Commons** is both standards-based and student-focused, with learning activities aligned to the Common Core State Standards for literacy in History and Social Studies. Content topics are taken from state standards for civics, government, and social studies.

**Our Approach**
- Highly interactive design
- Personalized to every student
- Assessments, data, and analysis

**Our Platforms**
- Award-winning
- Web-enabled for instant implementation
- Partnership branding

**Our Strength**
- Proven efficacy in changing student behavior
- 12+ year track record in producing student knowledge gains

**11%**
decline in the number of 18-24 year olds who say they will vote in the next election.

**ONLY 24%**
of 12th graders score proficient in Civics

EVERFI IS THE LEADING EDUCATION TECHNOLOGY PLATFORM TO TEACH, ASSESS, AND CERTIFY STUDENTS IN CRITICAL LIFE SKILLS.
The Learning Experience

*Commons* is designed to create a “digital town square”, giving students 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 their peers, and more.

Students using *Commons* will participate in political and social discourse and action, and understand how these issues directly impact their lives. Each student creates a “Civic Portfolio” that showcases their work in Commons, focusing on an issue or topic of their choice.

The *Commons* learning platform includes award-winning games from EverFi’s content partner, iCivics, coupled with EverFi’s proprietary social learning components and assessments. The result is a high-impact, personalized, 21st century learning tool that empowers students and supports teachers in their educational mission.

School Benefits

- Engages students with powerful content, real-life issues, and valuable historical context for civics topics.
- Provides teachers with valuable resources for teaching key skills, with activities mapped to the Common Core State Standards for literacy in History and Social Studies.
- Skills and knowledge assessments give teachers and students meaningful feedback on student progress, facilitating individualized teacher-student engagement and deeper learning.
- Content closely mapped to state-by-state standards for Civics, Social Studies, and Government.

”...we also believe in something called citizenship, a word at the very heart of our founding, a word at the very essence of our democracy, the idea that this country only works when we accept certain obligations to one another and to future generations.”

— PRESIDENT BARACK OBAMA, 2012 DEMOCRATIC NATIONAL CONVENTION

TOPICS INCLUDE:

- Structure and function of government
- Rights and responsibilities of American citizens
- State and local government
- Finding reliable information online
- Discussing and debating issues

IMAGES FROM THE COURSE: