

Your 2024-2025 #WinAtSocial Impact Report

Glenlyon Norfolk School

The more you empower students through #WinAtSocial Lessons, the more you learn about their needs and ways you can best support them. In every #WinAtSocial Lesson, students voice their thoughts about well-being, school culture, and important trends impacting their ability to learn and stay healthy. Below is a snapshot of the top insights gathered through #WinAtSocial this school year. Visit WinAtSocial.com/Insights to filter this data by grade level for deeper insights.

What impact have you had on your school community in numbers?

SCHOOL-WIDE IMPACT *(across all lesson facilitators)*

Hours empowering students 52 HRS	Total lessons run 104	Faculty Hours Saved (Estimate) 2,898 HRS	Lesson Development Savings (Estimate) \$ 65,205
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Formula = Time To Create A Lesson x Number of Lessons Purchased.

***Note that time spent building the #WinAtSocial technology, Insights, Family Toolkit, and more are not included.*

Formula = Time To Create A Lesson x Number of Lessons Purchased x Teacher National Average Hourly Wage.

***Note that costs associated with building the #WinAtSocial technology, Insights, Family Toolkit, and more are not included.*

YOUR CONTRIBUTION *(across all classes you've taught this year)*

Hours you empowered students 2 HRS	Lessons you ran 4
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What life skills are your students learning school-wide?

#WINATSOCIAL STANDARD COMPLETION (SHADED AREAS REPRESENT LESSONS RUN THIS SCHOOL YEAR)



Play To Your Core



3rd |—————| 12th



Protect Your Privacy Like You're Famous



3rd |—————| 12th



Strike a Balance



3rd |—————| 12th



Cyberback



3rd |—————| 12th



Find Your Influencers



3rd |—————| 12th



Use Your Mic for Good



3rd |—————| 12th



Handle the Pressure



3rd |—————| 12th

MOST PLAYED LESSONS



Every Day is Earth Day: Considering how our collective actions impact the environment (6th-8th)

[Use Your Mic for Good](#)



Student Kickoff: Getting your ideas on the topics we'll huddle about this 2024-2025 school year (6th-8th)

[Play To Your Core](#)



Exploring the environmental impact of A.I. use (9th-12th)

[Use Your Mic for Good](#)

SOFT SKILLS YOUR STUDENTS ARE LEARNING

- ✓ Adaptability
- ✓ Communication
- ✓ Empathy
- ✓ Collaboration
- ✓ Growth Mindset
- ✓ Persuasion
- ✓ Problem Solving
- ✓ Professionalism
- ✓ Research Skills
- ✓ Resilience
- ✓ Time Management
- ✓ Creativity

COMPETENCIES YOUR STUDENTS ARE LEARNING

 Responsible Decision-Making

 Relationship Skills

 Self-Awareness

 Self-Management

 Social Awareness

FOCUS AREAS YOUR STUDENTS ARE LEARNING

 College & Career Prep

 Ethics & Debate

 Leadership & Character

 Health

 Media & Technology

 Community Time

What apps and devices are your students using on a weekly basis?

Your Students' Most Used Apps in 9th-12th

School Responses = 2

World Responses = 13,925

Grades



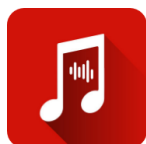
TikTok



YouTube



Instagram



Music Streaming (Spotify, Amazon Music, Pandora, Apple Music, etc.)



Video Streaming (Netflix, Hulu, Amazon Prime Video, Disney+, etc.)



Your Students' Most Used Apps in 6th-8th

School Responses = 145

World Responses = 30,044

Grades



YouTube



Email





Texting (iMessage, Messages, etc.)



Video Streaming (Netflix, Hulu, Amazon Prime Video, Disney+, etc.)



FaceTime



Your Students' Most Used Apps in 3rd-5th

School Responses = 14

World Responses = 6,179

Grades



Roblox



Epic



YouTube



Minecraft



Action Games (Fortnite, Super Smash Bros, Mario Kart, Pokémon Games...)



Your Students' Most Used Devices in 9th-12th

School Responses = 2

World Responses = 13,925

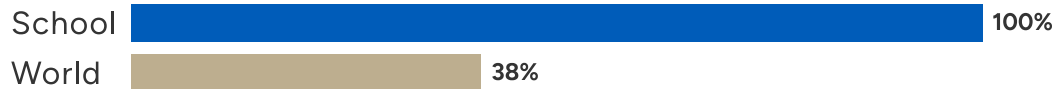
Grades



My own computer



Gaming on a console or PC (PlayStation, Xbox, or Nintendo Switch)



My own phone or smartphone



TV or Smart TV



Smart speaker (like Google Home or Alexa)



Your Students' Most Used Devices in 6th-8th

School Responses = 145

World Responses = 30,044

Grades



TV or Smart TV



My own computer



My own phone or smartphone



School-issued technology (tablet, laptop, or Chromebook)



My own tablet



Your Students' Most Used Devices in 3rd-5th

School Responses = 14

World Responses = 6,179

Grades



My own tablet



TV or Smart TV



Gaming on a handheld device (Nintendo Switch Lite, Nintendo DS, etc.)



Gaming on a console or PC (PlayStation, Xbox, or Nintendo Switch)



School-issued technology (tablet, laptop, or Chromebook)



Want more insights about your students and school community?

Visit WinAtSocial.com/Insights to view more interactive insights. You can also filter by grade level for deeper analysis and benchmarking.

Want to empower and understand even more students at your school?

Contact the TSI team at contact@thesocialinst.com to add additional grade levels to #WinAtSocial.