

## Digital Evidence-Based Learning Activity

Close the digital divide and accelerate learning with an engaging activity proven to help prepare students for life after high school.

Develop ESSER III eligible customized learning modules.





Of teachers said ChatterHigh increases knowledge and awareness of options.

Of students said ChatterHigh made them feel more hopeful, motivated, and engaged in future planning.

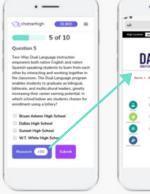
+66%

Students were 66% more likely to know the next steps for the path they want to follow.

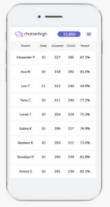
## What can you do?

- Remotely deliver supplemental curriculum
- Support digital summer school
- Increase engagement with gamification and prizes
- Strategically allocate resources with actionable data
- Provide equity of access to critical information











"ChatterHigh's unique 'research and learn' activity was designed with a youth-first perspective in mind, increasing student engagement, enjoyment, and confidence."

Dr. Brian Hutchison, Core Faculty Walden University, focused on Clinical Mental Health, School of Counseling.