

Conversations that change lives.

North Dakota Statewide Partnership Learning Session

#### Goals & Agenda





## PARTNERSHIP OVERVIEW



#### **North Dakota**

During the 2021 North Dakota Legislative session, Senate Bill 2311 passed, authorizing the Department of Human Services' Behavioral Health Division to offer an evidenced-based, online virtual mental health and suicide prevention simulation-based training program that incorporates hands-on practice, contextual learning, and personalized feedback through interactive role-playing available to school personnel in public and nonpublic schools.

#### **Available Now!**

through 2024.

Further guidance and support is available through the Behavioral Health in Education: Resources and Opportunities Technical Assistance Center (B-HERO) in connection with your school's identified Behavioral Health Resource Coordinator (BHRC). Please connect with your BHRC or through B-HERO at <a href="mailto:bhero.crea@k12.nd.us">bhero.crea@k12.nd.us</a>



## WHAT IS KOGNITO?



#### What is Kognito?

Kognito is a health simulation company that comprises learning experts, designers, technologists and implementation professionals.

Our evidence-based simulations build a variety of competencies and shape attitudes through role-play conversations with virtual people.

Over 1+ million educators, students, and health care professionals have used Kognito simulations to change lives, including over 500,000 K-12 educators.

Our innovative approach has resulted in partnerships with government agencies and NGOs.











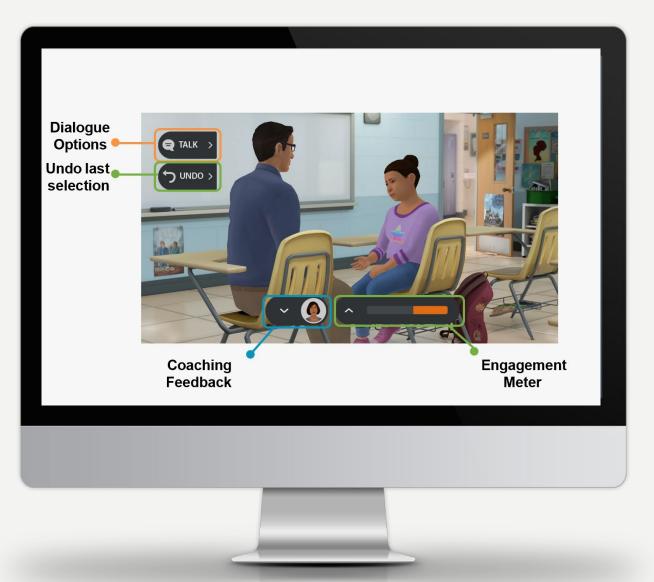








#### What is a simulation?



- User interacts with a fully animated at-risk virtual student
- Navigate through the scenarios by selecting what to say to the virtual student
- Receive instant feedback from the virtual coach and engagement meter
- Can undo decisions and explore different conversation approaches
- Receive personalized performance summary upon completion



#### **A Unique Tool**

- Offers a safe, non-confrontational practice environment
- Creates a higher learner engagement than traditional online learning
- Models realistic classroom experiences
- Provides immediate feedback in a way that is comfortable to the learner
- Proven to result in sustained behavior change





#### **Kognito's Virtual Humans**

Virtual humans reduce the perception of being judged, thereby removing impediments to self-disclosure and increasing receptivity to education.

#### **CORE FEATURES:**

- Embody specific personality, attitude, and scenarios
- Creates a higher learner engagement than traditional online or inperson learning
- Adapt to user's dialogue decisions and provides immediate feedback
- Emotionally responsive with Real human voices
- Models realistic classroom experiences and Staff can practice in a safe environment
- Proven to result in sustained behavior changes





# Classroom

In the Motivational Interviewing (MI) comprises skills that can make brief conversations about any behavioral, academic, or peer-related challenge more effective.



### SOAR

Four core skills are at the heart of Motivational Interviewing's role in effective communication.







**OPEN-ENDED QUESTIONS** 



**AFFIRM** 



**REFLECT** 



## SIMULATION OVERVIEW



# At-Risk Series for Mental Health Promotion, Early Identification, and Suicide Prevention

## At-Risk for High School Educators 60 Minutes



Rene: A girl who is highly anxious about her grades and may be cutting



Rob: A boy who is withdrawn, bullied, and suffered a loss by suicide.



Joey: A shy boy who has written about suicidal thoughts in an essay

#### At-Risk for Middle School Educators 60 Minutes



Mariah: A new girl who is being teased by a clique of popular girls



Jen: The clique ringleader, who is having trouble at home



Michael: A boy struggling with impending loss and thoughts of suicide

#### At-Risk for Elementary Educators 60 Minutes



**Derrick:** A third grader who has recently become withdrawn



Ms. Parker: The mother of a fifth grader who has become increasingly disruptive and aggressive



#### **At-Risk Learning Objectives**

- 1. Recognize warning signs that a student may be suffering from psychological stress, including anxiety, depression, substance abuse and suicidal ideation
- 2. Initiate a conversation with a student to build resiliency and help the student identify sources of support
- 3. Connect the student to appropriate support services
- 4. Learn motivational interviewing techniques and how to avoid common pitfalls, such as attempting to diagnose the problem or giving unwarranted advice



# ACCESSING THE SIMULATIONS



## Go to NorthDakota.Kognito.com and Select Public Schools or Private Schools



Sign In

#### **North Dakota**

These courses are made freely available by the Department of Human Services' Behavioral Health Division in collaboration with the Behavioral Health in Education: Resources and Opportunities (B-HERO) Technical Assistance Center. B-HERO provides North Dakota's Behavioral Health Resource Coordinators with technical assistance, resources, and opportunities related to identifying warning signs, risk factors and the availability of resources in the community.

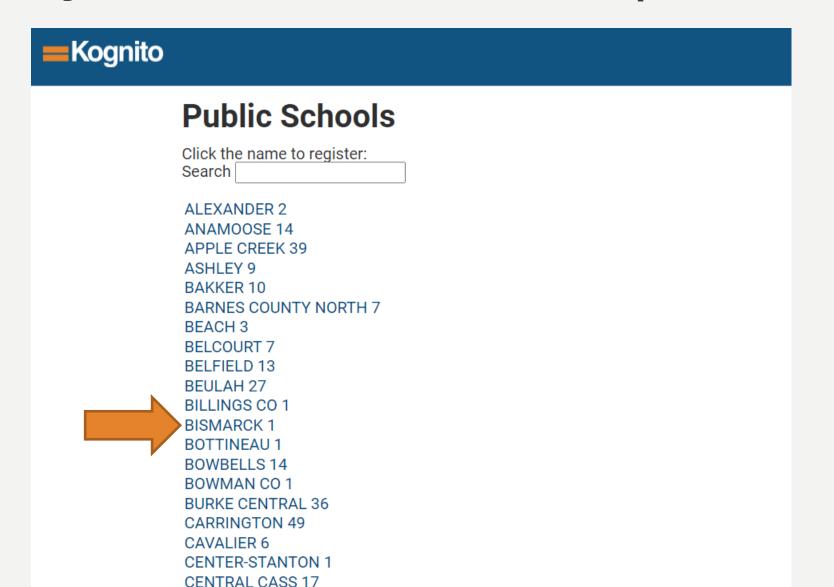
For further implementation support, contact B-HERO at bhero.crea@k12.nd.us or Amanda Francis, Behavioral Health and Education Administrator at amafrancis@nd.gov.







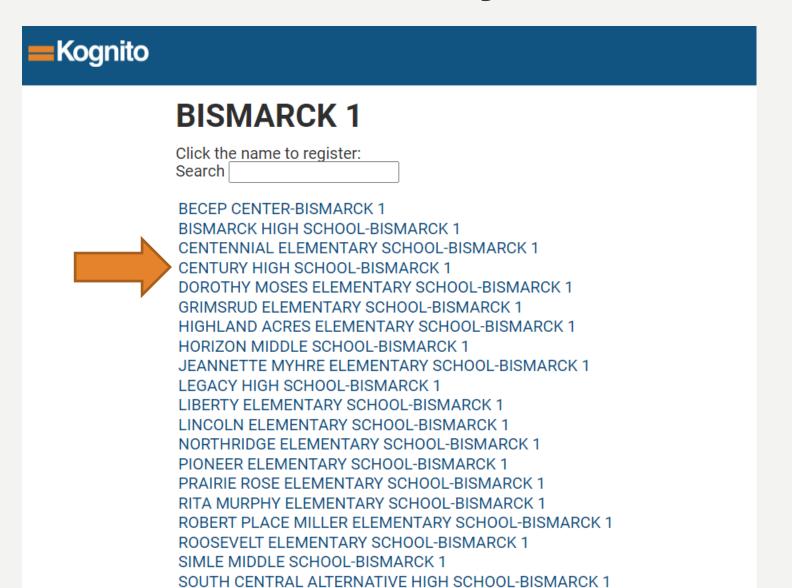
#### Select your District from the dropdown menu



Kognito



#### Select the name of your school



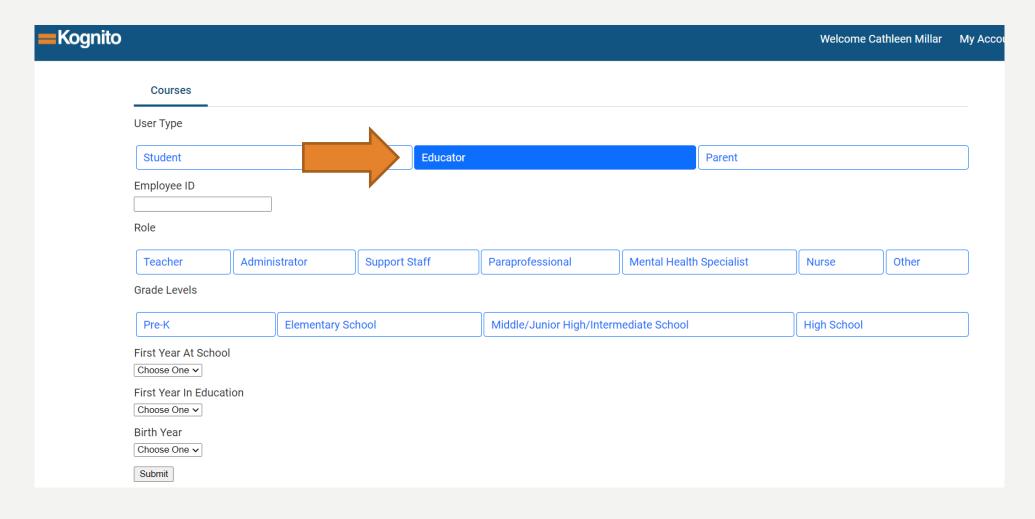


## Create your username and password. Accept the Terms and Conditions and Agree to the Privacy Policy. Then Log In.

<b>=</b> Kognito	
	GRIMSRUD ELEMENTARY SCHOOL-BISMARCK 1 Already registered?
	SIGN IN
	Username and Password
	KognitoCMillar\$2021
	Confirm Password
	First Name
	Last Name

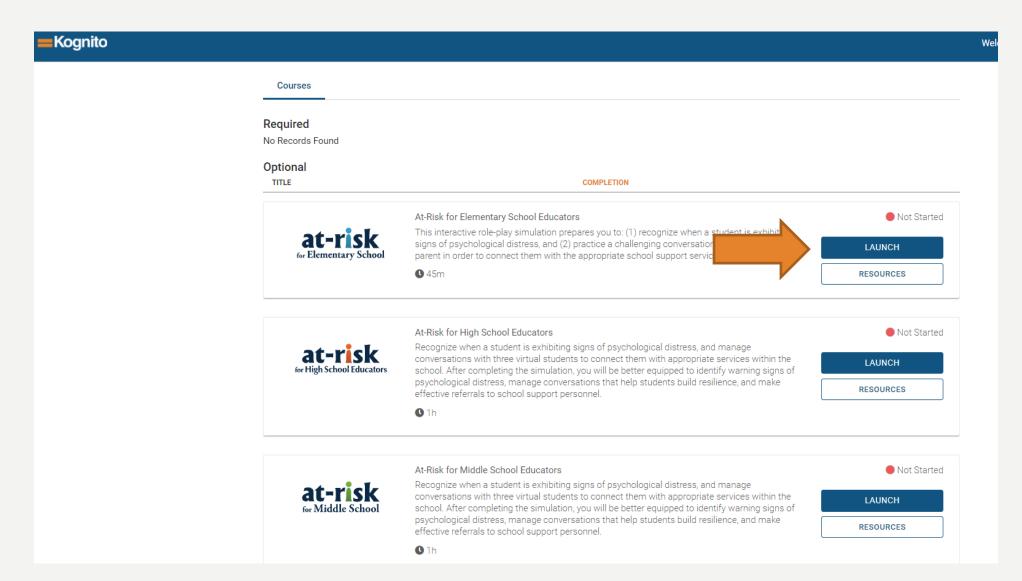


# Complete your demographics information. Select "Educator" and enter the remaining details.





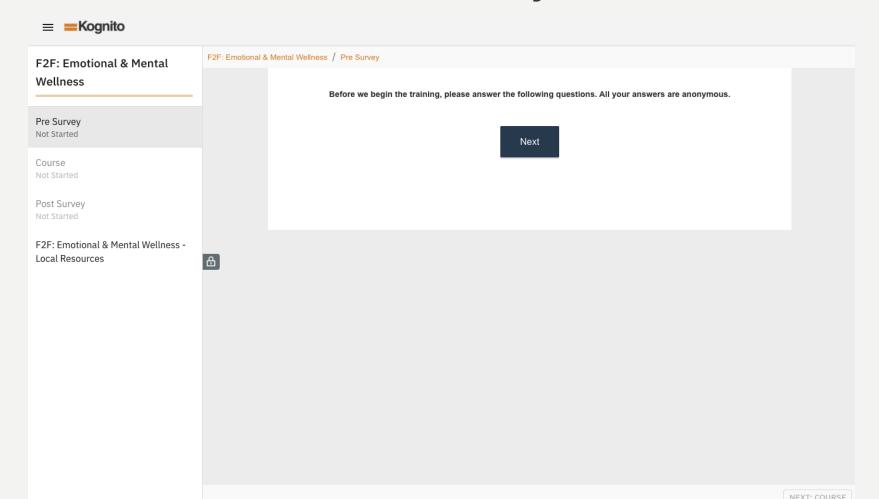
#### Select your training by clicking Launch.







# Your training will begin once you complete the Pre-Survey. You will receive your certificate of completion once you finish the Post-Survey.





# IMPLEMENTATION PLANING



### **Kognito Implementation**

## LAUNCH

 Communicate the topic, build engagement, and provide access information to staff using flyers, talking points, and email templates available.

## LEARN

Allow time for staff to complete the simulation.
 Schedule a day or range of time to allow for completion.

### LEAD

 Schedule your post-simulation discussion utilizing the discussion guides. Use this time to ensure staff are aware of your referral process and students know where to go for mental health support.



#### **Implementation Resources and Support**

Free & Unlimited Access to Kognito

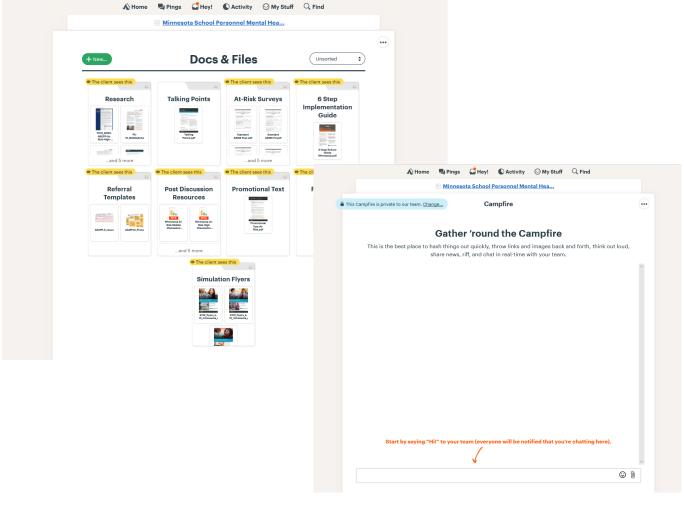
Access to Kognito Basecamp

**All Implementation Materials** 

**Dedicated Account Manager** 

**Data Reporting** 

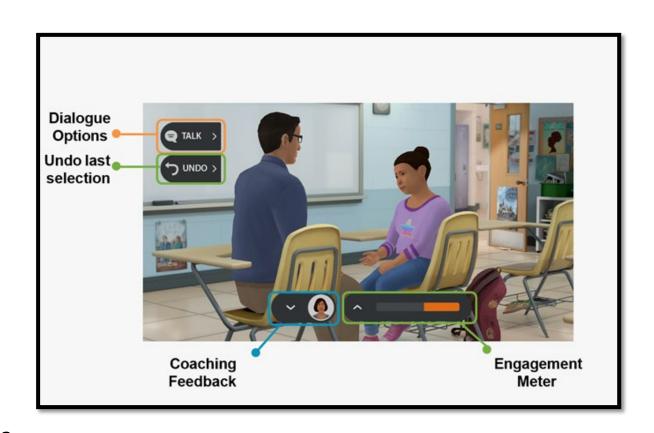
**Technical Support and Assistance** 





#### Who may access?

- Educators
- Administrators
- Food Service Staff
- School Psychologists
- School Counselors
- School Nurses
- Transportation Staff
- Grounds Staff
- After-School Program Staff



# Post-Training Discussion Guide

 Review mental health resources available at the school and district level

 Provide teachers and staff with school and district specific referral process

 Have educators and staff draft a personal action plan

#### **Discussion Guides**



#### Workshop Facilitator Guide

Facilitator Prep time: 2-3 hours Workshop Runtime: 2.5-4 hours

#### Preparation

Determine how to best implement the training at your school:

Decision 1: Will staff complete the simulation prior to coming to the workshop?

- We recommend staff complete the simulation on their own and then meet for a 2.5 hour workshop.
- . Alternatively, staff can take the simulation as part of the workshop (on separate computers). Then they rejoin the group for discussion. This would be a half-day training.

Decision 2: Will the workshop be face-to-face or online?

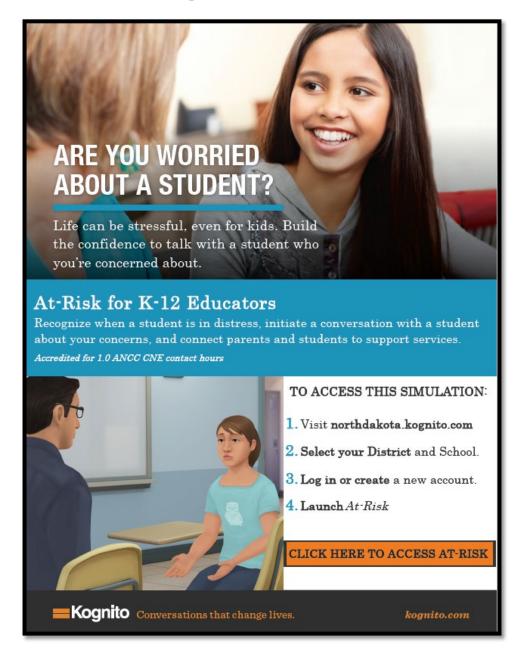
Tips for online workshops:

- Some software possibilities are Zoom, Google Hangouts, WebEx, or Skype.
- The "breakout rooms" in Zoom allow participants to partner for role plays and discussion.
- . Share your screen to show PowerPoint slides.
- Assign a co-host to help you manage the workshop.
- Complete a recording of the online workshop and make it available for those who cannot attend.
- Review At-Risk for Middle School Educators and the full Workshop Facilitator Guide and corresponding PowerPoint. Customize the PowerPoint to include your school's or district's logo and any mission- or visionspecific details. If you will have less than 2.5 hours for your workshop, customize it to suit your time constraints.
- Discuss your school's referral process with the school leader, counselor, and/or mental-health team. Customize slides 18-20 (bullying prevention, referral process, and local resources) and be ready to present this information to the group. Be sure to include both the traditional at-school referral process as well as the process for referral and connection if students are learning from home. If you will provide mental health services via telehealth, explain that process.
- Cue up the corresponding PowerPoint presentation and make sure you have adequate means to present it to your participants. If needed, you can adjust the length of time of your workshop by adding/removing discussion items or activities (download the PowerPoint presentation https://kognito.com/arms.ppt\_presentation).
- Print or email the workshop handouts.
  - Note-Taking Guide
  - Simulation Summary
  - Role-Play Scenarios
  - · Local Resources page from the simulation

## Login Flyers

Each training simulation is accompanied by a Login Flyer. This flyer can be attached via email, printed, or used in newsletters. These flyers have login instructions and the Enrollment Key.

#### **Login Flyers**





# QUESTIONS & ANSWERS

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### QUESTIONS