

Skill-Building Interventions: General
5 Evidence-Based SEL Programs

	Intervention Content	Intervention Format	Publisher, Website, and Price
Check and Connect (C&C)	C&C is an in-depth intervention for enhancing student engagement at school and with learning for marginalized, disengaged students in grades K-12. This is done through relationship building, problem solving and capacity building, and persistence. Students are referred to C&C when they show warning signs of disengaging from school, such as poor attendance and/or behavioral issues.	All students receive basic interventions under C&C, and then indicators of student engagement are used to guide who receives the delivery of additional, intensive interventions. Student engagement levels are monitored monthly (weekly for elementary) and documented on a monitoring sheet. A mentor is assigned a caseload of students and families and follows their progress.	Developed through the University of Minnesota, the C&C manual costs \$50 per copy. An app is being introduced to replace paper monitoring, which could cost about \$500 per school, with discounts for multiple sites. Additionally, training is recommended, but not required. Further pricing details can be found on the Check & Connect website: http://www.checkandconnect.org/
Good Behavior Game (GBG)	The Good Behavior Game (GBG) is a classroom behavioral intervention that rewards students who demonstrate appropriate on-task behaviors. For use with PK-12 th grade, the class-wide program has been shown to reduce off-task, early aggressive and disruptive behavior in the classroom. Within the game, the teacher must clearly define expected behaviors and when the game is in effect. While likely suitable for high risk classrooms, it can be lengthy to initially use.	This intervention can be used on an entire classroom or on a subgroup of students in the class. Students are divided into 2 or more teams, and each team earns points based on the group's performance as a whole. These points are recorded on the board and can later be exchanged for privileges or rewards. Although teams will often compete with one another, all teams can earn the total number of predetermined points for following the expectations.	More information can be found at Delawarepbs.org
Positive Action	A K-12 th program that aims to promote character development, academic achievement, and social-emotional skills to reduce disruptive and problem behavior. Lessons use classroom discussion, role-play, games, songs, and activity sheets or booklets.	There are 140 lessons that are taught 2-4 times a week in 15-20 minute sessions. All lessons are scripted, and there are optional components such as climate development and conflict resolution, that may be integrated. There are multiple training options for educators, including online, on-site training, and self-training kits.	Costs vary depending on kit, as there are additional supplemental ones, but the base PK-12 kits cost \$250 - \$450 depending on grade. Supplemental kit prices can range from \$100 - \$1,450. More detailed pricing can be found on the Positive Action webpage store: https://catalog.positiveaction.net/

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Skillstreaming the Elementary School Child/Skillstreaming the Adolescent	This intervention is targeted towards elementary and high school students showing aggressive behaviors. Some of the components of the sessions include modeling, role-playing, performance feedback, and generalization training.	There are 2 sessions per week that are 45-50 minutes long each. The duration of the program can be decided based on the number of skills to be taught and can be adapted to last from 2 days to 3 years. It is recommended that there be two facilitators per group, and individuals can become trained through examining materials and attending Skillstreaming workshops.	Published by Research Press Publishers, the training DVD and program books cost \$129.99, with student manuals priced at \$14.99 and other components ranging from \$34.99 - \$79.99. More specific pricing details for components can be found on the publisher website: https://www.researchpress.com/books/all/all/all/skillstreaming
Social Skills, Group Intervention (S.S.GRIN)	A social skills curriculum for children in grades 3-5 who display immature behavioral self-regulation and social skills, are being rejected by their peers, or are socially anxious or awkward. Lessons include modeling, positive reinforcement, and cognitive reframing to support the social skills covered.	A 10-week curriculum containing one 60-minute session a week. Online training for individuals is included with the purchase of the program kit and lasts 6 hours, flexible to the schedule of the individual. On-site training is also available as an option.	Developed and published through the 3-C Institute for Social Development, a 1-year online subscription for a specific age group costs \$120 each and all materials are downloadable. Print copies are also available for \$300 - \$415 depending on the age group. Specific prices can be found through the publisher webpage at: http://legacy.3cisid.com/marketplace/catalog/ssgrin//feature/9/0

For additional Information about additional evidence-based Social-Emotional Learning (SEL) programs, see:

CASEL (Collaborative for Academic, Social, and Emotional Learning) Program Guides

- Preschool/Elementary Edition: <http://www.casel.org/preschool-and-elementary-edition-casel-guide/>
- Middle and High School Edition: <http://www.casel.org/middle-and-high-school-edition-casel-guide/>

What Works Clearinghouse

- Preschool/Elementary Edition: <https://ies.ed.gov/ncee/edlabs/projects/project.asp?projectID=443>

SAMHSA (Substance Abuse and Mental Health Services Agencies)

- Various Programs (Elementary, Secondary, Adult): <https://nrepp.samhsa.gov/AllPrograms.aspx>

California Evidence-Based Clearinghouse for Child Welfare

- Various Programs (Elementary, Secondary, Adult): <http://www.cebc4cw.org/search/topic-areas/>