

COURSE OVERVIEW



Leadership

SCH 208



COURSE DESCRIPTION

This Leadership course for teens focuses on the cognitive thinking skills that develop good leadership skills and how these skills can influence others in a positive way. It is a work of historical fiction and follows the lives of Marty and others as they learn and implement the principles and top-tier requirements for leading and influencing others. The course discusses the self-defeating thoughts and behaviors that can limit progress and offers simple and direct solutions. The course also demonstrates how the principles of leadership can be used in daily life to enhance personal progress in all areas of life, including academic success.



LEARNING OBJECTIVES & SKILL DEVELOPMENT

- Provide students with the positive thinking skills for leading and influencing others
- Advance students' understanding of the fundamental principles of leadership
- Prepare students to face and overcome adversity in becoming effective leaders
- Increase students' self-efficacy with tangible leadership applications



RECOMMENDED USES

- **Self-Directed**—Student does most of the course work independently with a parent or mentor
- **Group**—To be completed at school in a group format with a facilitator
- **Hybrid**—A combination of self-directed learning and group instruction
- **Blended Learning**—A combination of online and offline curriculum



COURSE INFORMATION

Author and Publisher: ACCI Lifeskills

Course Format: eLearning and Printed Workbook

Item Number: SCH 208

Workbook Pages: 24

eLearning Length: 168 Slides

Course Length: 6-8 hours

Scientific Model: Cognitive Restructuring

Instructor Guide: G605



COURSE CONTENT

Unit 1: WHO IS IN CHARGE

An excellent discussion on positive vs negative programming.

Unit 2: LEADERSHIP

The top ten requirements for effective leadership.

Unit 3: INFLUENCING OTHERS

Eight tools that can be used to positively influence others.

Unit 4: STAND FOR YOURSELF

If you are not in charge of your life, who is?



PURCHASE OPTIONS

1. License to reprint
2. Individual courses
3. Customized eLearning platform
4. Parent enrollment
5. School referral



eLEARNING ACTIVITIES

Narration
Storytelling
Animation
Gamification
Animated thoughts
Self assessments
Interactive images