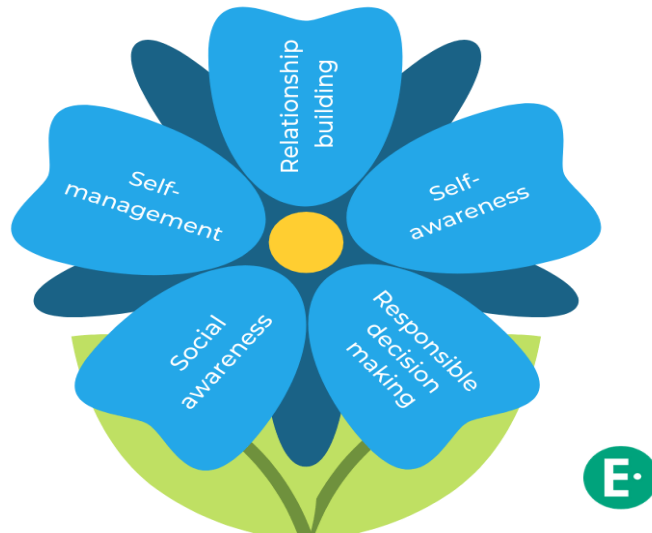


SOCIAL EMOTIONAL LEARNING

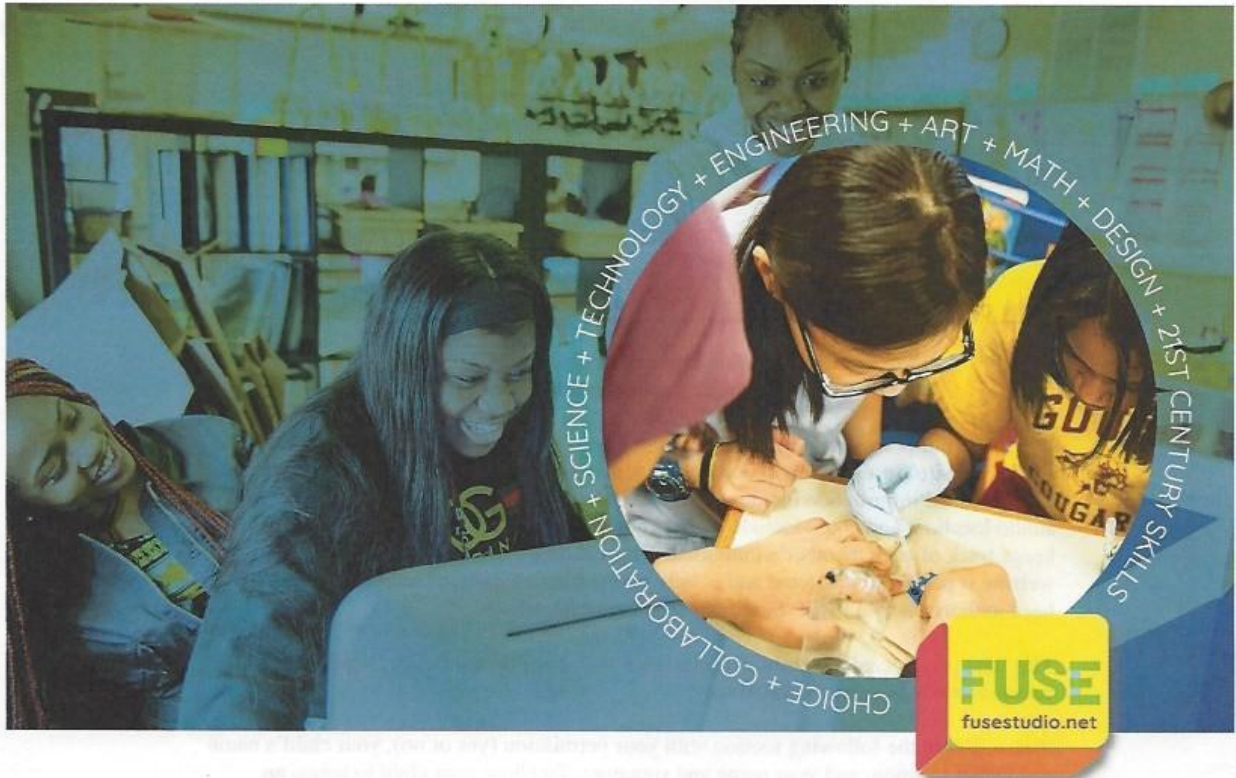
Social Emotional Learning

Helping Your Students Succeed



What is social and emotional learning?

Social-emotional learning (SEL) is the process of developing the self-awareness, self-control, and interpersonal skills that are vital for school, work, and life success. People with strong social-emotional skills are better able to cope with everyday challenges and benefit academically, professionally, and socially.



“FUSE helped me in my other classes because it gave me the opportunity to problem solve and learn how to do things on my own.”

HIGH SCHOOL STUDENT

FUSE is a STEAM education program that builds collaborative, youth-centered learning communities. FUSE slots into the school day as a choice based STEAM Studio. In FUSE, students work on a suite of custom challenges designed around their interests in technology and design.

Schools find FUSE transformative because student growth in our studios carries over into the rest of the school day. In FUSE, students become experts in problem-solving, managing failure, and sharing expertise with their peers. FUSE is 21st century learning, and students love it.

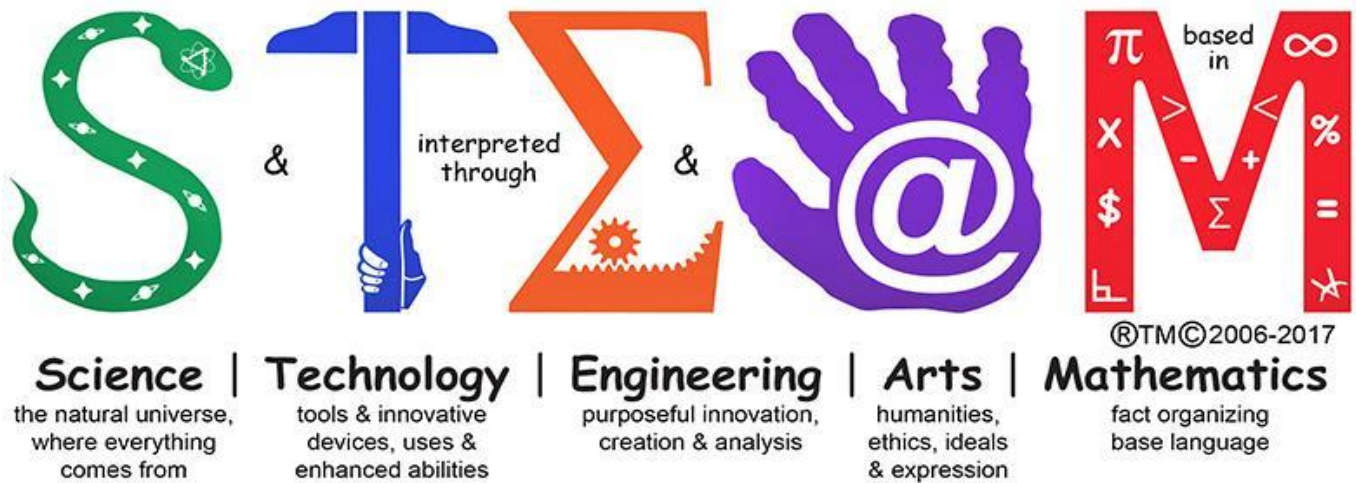
fusestudio.net

WATCH OUR VIDEO AT FUSESTUDIO.NET
 HELLO@FUSESTUDIO.NET
 @[FUSESTUDIO](https://twitter.com/FUSESTUDIO)

GRADES 4-12: SERVES ALL STUDENT POPULATIONS
 18,000 STUDENTS PER YEAR
 135 SCHOOLS ACROSS THE USA

STEAM

S = Steam T = Technology E = Engineering A = Arts M = Mathematics.

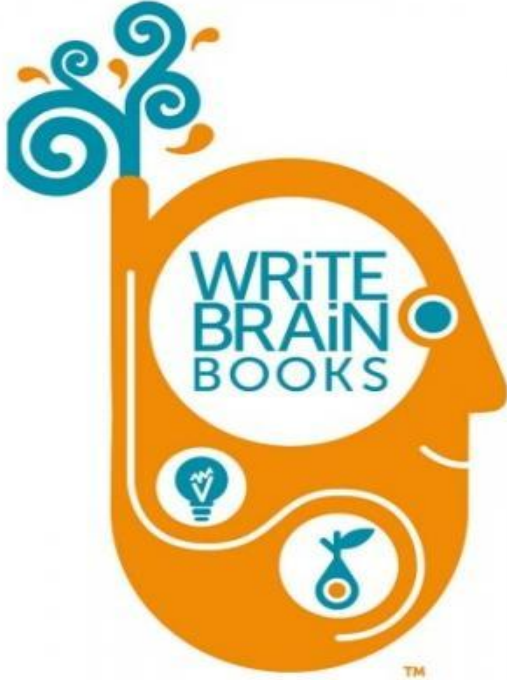


What is STEAM?

STEAM is the abbreviation for Science, Technology, Engineering, Art & Math. It's an integrated approach to learning that encourages students to think more broadly about real-world problems.



Write Brain World Literacy

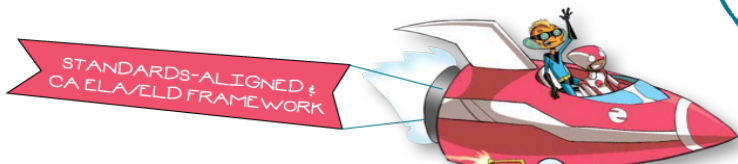
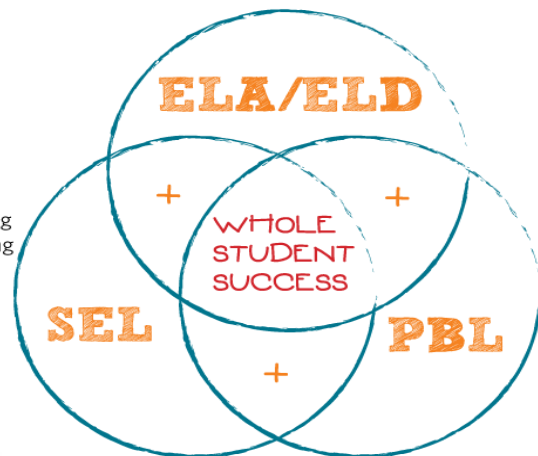


Students of all learning styles (K-12), and English Learners at all levels, gain academic and personal confidence in innovative and robust processes that accelerate learning, ignite imagination, increase literacy, and critical thinking skills, while boosting vital self-esteem and therefore, test scores. **VIEW OUR VIDEOS BELOW!**

IN A WRITE BRAIN WORLD...

- Literacy Skills-Building
- Project-Based Learning
- English Language Arts Development
- Social-Emotional Skills-Building
- Writing - Reading - Speaking - Listening
- Highly Scaffolded Writing Programs
- Summer Learning Gains
- Supplemental & Enrichment
- Standards-Aligned
- Research-Based
- Hardcover & Digital Publishing
- Mentorship & Service Learning

STUDENT AUTHORS receive professionally “published” glossy, hardcover books with their photos & bios inside!



STANDARDS-ALIGNED & CA ELA/ELD FRAMEWORK

Visual Art – Mime -Puppetry

A **mime artist**, or simply **mime** "imitator, actor, is a person who uses mime as a theatrical medium or as a performance art. Miming involves acting out a story through body motions, without the use of speech.

Puppetry is the act of bringing an inanimate object to life. This can be an object, a material or something sculpted in a more figurative way.

The **visual arts** are **art forms that create works that are primarily visual in nature**, such as ceramics, drawing, painting, sculpture, printmaking, design, crafts, photography, video and etc.



Physical Education

Physical Education provides cognitive content and instruction designed to develop motor skills, knowledge, and behaviors for physical activity and physical fitness.

The health and physical education curriculum is designed to provide students with the skills and knowledge necessary to achieve a healthy, active lifestyle, while fostering positive attitudes toward maintaining health and wellness throughout their lifespan.

