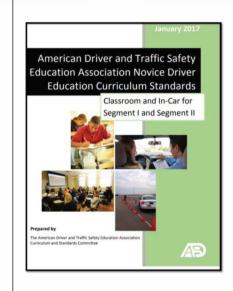


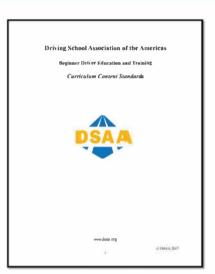
Program Component	Launch Formats	Future Formats
Instructor Guide (includes PowerPoint media)	DownloadablePowerPoints	Downloadable PowerPoints
3 ½ Hour Video - Includes AT&T's "The Last Text" video	DVDStreaming (via the Internet)	DVDStreaming (via the Internet)
Textbook	Print (English)eBook	Print (in English and Spanish)eBook
Student Workbook	Print	Print
Instructor Resource & Support Website	Online	• Online
Instructor Test Bank	Online	 Online

Curriculum Content (Topics- The "What")

How To Drive will meet the National Driver Education Standards* for Content Specifically, How To Drive 15th Edition will meet the Curriculum Content standards of both:

- ADTSEA (American Driver and Traffic Safety Education Association)
- DSAA (Driving School Association of the Americas)
- *Novice Teen Driver Education and Training Administrative Standards, available at http://anstse.info/





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Examples of Sources of Research-Based Content

















Examples of New or Expanding Content Topics:

Distracted Driving



Drugged Driving



Safe Traffic Stops



"Mover Over" & "Slow Down" laws



Vehicle Technology



Sharing the Road



Sleep Deprivation



Vulnerable Road Users



Along with all the core topics critical to a quality Driver Education program, such as:

- Space management
- Knowing your vehicle
- Vision and perception
- Natural laws and space needs
- Traffic controls, traffic controls
- Night driving

- Managing time and space
- Adverse conditions, emergencies
- Aggressive driving and road rage

Application of Learning- Research & Best Practices

The latest research and best practices on teaching and learning will be applied throughout the **How To Drive** curriculum, serving to engage students, deepen learning, and foster the development of life-long safe driving habits.

development of life-long safe driving habits.		
Interleaving	Returning to key topics <i>throughout</i> the course, and building on previous knowledge- As opposed to covering a topic only once, in a single large chunk	
Distributed Learning	Distributing exercises throughout the course, so the students experience the training multiple times, each exercise separated by time to allow their learning to deepen and solidify (a.k.a. "Spaced Learning")	
Retrieval Practice	Testing students' knowledge soon after covering a topic; the act of retrieving information from their brains actually strengthens the brain's encoding of the information.	
Dual Coding	Conducting instruction using multiple modes, combining verbal and non-verbal presentation (e.g., using visual and audible instruction simultaneously)	
Drawing	Drawing has been found to activate additional areas of the brain, further strengthening the memories established by each student	
Pre-Quizzes	Presenting quiz questions just before content is delivered has been found to stimulate students' interest in the topic, and increase motivation to devote attention and to learn	
Role-Playing	Enables students to experience and address real-life situations, in a safe environment (e.g., practicing refusal skills when offered drugs, declining an invitation to ride with a driver who is impaired)	
Project- Based Learning	Provides the benefits of hands-on learning via small-scale projects, done individual or in groups-examples could include: Creating a video showing how to prevent becoming distracted by passengers Simulating effects of safety belts by protecting an egg from impact damage Creating an Infographic detailing the effects of Marijuana on driving	

Curriculum Delivery (The "How")

BamCam Crash Videos

- •Over 50 authentic videos of teens experience non-injury crashes
- •Forward and rear-facing cameras revealing high-risk behaviors such as:

-Texting -Falling asleep -Speeding -Tailgating -Unsafe backing -Eyes-off-road

•For each video, Instructor leads a "crash

reconstruction" discussion.





SnapDrive® Exercises:

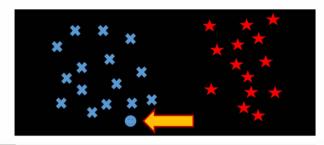
Goal: Build students' ability lo quickly assess the traffic environment

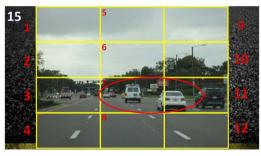
- •Traffic scenario appears only briefly- then disappears
- •The instructor asks students what they saw, and what this driver should do
- •The image then re-appears, and then instructor lead a discussion on how this driver should respond.

TargetGrid® Exercises:

Goal: Develop students' skills in knowing where to look in a given traffic scenario

- Students identify specifically where to look in a real-life traffic situation
- Instructor leads discussion about:
 - -What to be looking at -What can be safely ignored
- Anticipating what the other road user(s) might do next





Multitasking Demonstrations:

<u>Goal:</u> Have students convince themselves that it is unsafe to engage in secondary tasks while driving, such as:

-Texting -Horseplay with passengers
-Grooming -Eating -Reaching for loose objects

(DriverZed) Hazard Perception Training Scenarios

Integration of the Risk Awareness and Perception Training (R.A.P.T.) Program

- •R.A.P.T .focuses on 3 goals:
- 1. Increasing awareness of potential road hazards
- 2. Improving ability to respond to read hazards
- 3. Reducing distracted driving, and improving mental focus on driving

NHTSA's research solidly supports using RAPT to train novice Drivers- it has been shown to result in actual crash reduction among new drivers (integrating all 90 scenarios)





Student Workbook: Classroom Learning Tool

Comprehensive classroom learning tool, with:

- •Engaging lesson-related exercises and quizzes
- Tear-outs used for physical-equivalent exercises
 - •Framework to create a Personal Driving Plan

Also includes a Parent In-Car Coaching Guide

-Includes basic lesson plans and research-based tips on how to be an effective in-car coach



