

 HB 959 · SOCIAL MEDIA LITERACY

Six things NC asks. We address all six.

Super Citizenship 3–5

Sports PR Agency 6–12

Digital Influencers 9–12

SEL Adventures 3–5

HB 959 (Session Law 2025–38) starts in 2026–27 — social media literacy once in elementary, once in middle, twice in high school. Our courses hit that cadence exactly: **Super Citizenship** for elementary, **Sports PR Agency** split across middle and high school, and **Digital Influencers** for the second high school pass.

THE SIX TOPICS

Required by your state. Covered in our lessons.

Mental health & addiction

A full unit on what screens do to body, mind and mood — plus SEL lessons on managing emotions and stress.

Sports PR Agency U7 · SEL Adventures 3–5 (CASEL)

Spotting misinformation

Students learn what a real source looks like, how fakes get made, then practice it on their own research.

Sports PR Agency U6 · Theme Park

How feeds manipulate

Your class runs an influencer's PR agency. Learning persuasion from the inside is the fastest way to catch it aimed at them.

Sports PR Agency U1, U4, U9 · Digital Influencers 9–12

It's online forever

Digital footprints from grade 3 up: what a post reveals, why it sticks, and how a reputation gets managed.

Sports PR Agency U2 & U4 · Super Citizenship

Personal security

Passwords, privacy settings, sketchy networks, hacked accounts and identity theft — starting with login habits in K–5.

Sports PR Agency U2 & U8 · Keyboarding

Cyberbullying & staying safe

Students learn to recognize cyberbullying, respond with kindness and know when to tell a trusted adult.

Sports PR Agency U5 · Super Citizenship 3–5

Easy to fit in.

Assign a course once. The dashboard shows who's finished.

33

Super Citizenship lessons, grades 3–5

9

Digital citizenship units, grades 6–12

51

SEL Adventures scenario lessons, grades 3–5

And everything else NC asks of you

BEYOND HB 959

More ways we support **NC classrooms.**



Digital Learning Standards

NC's digital learning standards are built on ISTE: citizenship, privacy, creation and critical thinking.

Super Citizenship, Sports PR Agency and **Digital Influencers** give students practice being safe, thoughtful creators online.



Computer Science Standards

Coding, computing systems, networks, data and analysis.

Block coding in K–2, real JavaScript in **Yeti Code** (110 lessons), and computational-thinking units in Bike Shop and The Pizzeria.



Online safety instruction

CIPA asks schools to teach appropriate online behavior and cyberbullying awareness.

Lessons in **Super Citizenship, Sports PR Agency** and Keyboarding, with completion data in your dashboard.



Typing for ELA & SEL

Students are expected to type a full page in one sitting by upper elementary.

A ladder from **3 WPM in kindergarten to 60 WPM by grade 12**, — and **SEL Adventures** (3–5) adds 51 scenario lessons built around CASEL's competencies.

Log in

Students sign in with NCEdCloud, Google Classroom, Clever or ClassLink.

Track

Class, school and district dashboards: completion and time on task.

Privacy

FERPA-supportive, COPPA & CIPA consistent. Zero ads, ever.

Onboarding

Online onboarding, rollout help and lesson materials in every license.

Stop by and say hi.
We'll show you around.

Visit us at NCEdConnect, Booth ###, for a quick tour of the courses and how they fit your classroom.

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