

# **INNOVATING PREVENTION IN THE DIGITAL AGE**

OAESV 'S 2021 ANNUAL CONFERENCE

# WELCOME

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## INTRODUCTIONS

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**Emily Durand, they/she, former Rural Prevention Educator at YWCA Dayton**

- In the chat (if you are comfortable with sharing): tell us your name, pronouns, and what you believe your superpower is.
- Share with us why you chose this workshop and what you hope to learn today.

# WORKSHOP OBJECTIVES AND RULES

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## OBJECTIVES

At the conclusion of this workshop, participants will be able to:

- Identify potential applications of digital platforms within their prevention work
- Recognize the common challenges faced with adapting to a virtual curriculum and how to navigate for solutions
- Plan for a cohesive curriculum that can be implemented on various digital platforms

## RULES

TBD until after tech run through on the 10th

# OUR TOPIC FOR THE DAY

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## BRIEF INTRODUCTION

During the last year, many in the prevention field have had to radically shift not only the content of our curricula but also the way we present our curricula to adapt to the unprecedented environment surrounding COVID-19. Developing new ways to utilize technology and digital platforms is an invaluable skill we hope to pass on through this workshop while continuing to work on a framework of inclusion, anti-oppression, and accessibility.

# THE BEST ONE-WORD & JAMBOARD

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## ACTIVITY

1. Go to  
[https://jamboard.google.com/d/1hFksu-TkRLU2sHWFPc4OPoxnBYD\\_Jrz5Q7QnuNvukco/edit?usp=sharing](https://jamboard.google.com/d/1hFksu-TkRLU2sHWFPc4OPoxnBYD_Jrz5Q7QnuNvukco/edit?usp=sharing)
2. Using the text box function found on the left panel, type in one word you would use to describe technology.
3. Be sure to spread out! Looking for a spot? Use the arrows at the top to toggle between frames to find more space.

# UNDERSTANDING THE TOPIC BETTER

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## CONCEPT AND DEFINITION

Prevention - the action of stopping something from happening or arising

## CONCEPT AND DEFINITION

Technology - the application of scientific knowledge for practical purposes, especially in industry.  
"advances in computer technology"

## CONCEPT AND DEFINITION

Digital Age - the present time, in which many things are done by computer and large amounts of information are available because of computer technology

# PRE-EVALUATION VIA KAHOOT!

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- Go to kahoot.it
- Type in \_\_\_ (code will need to be added that day)
- A randomly generated nickname will be assigned to you.
- Answer the questions as quickly and accurately as possible to gain points.
- Have fun!



# PRE- AND POST-EVALUATIONS AND DIGITAL PLATFORMS

## TRADITIONAL

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Using Google Classroom assignments by utilizing forms or other created documents to assess before and after the material.

## SURVEYS

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Using Survey Monkey, Instagram polls, or Jotform to create quick and simple pre-surveys to gauge prior knowledge and then to check in throughout material and at the conclusion.

## GAMES

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Using platforms like Kahoot, Seesaw, or Explain Everything to analyze prior and post knowledge in a fun and interactive way, often without participants/students even realizing its an evaluation.



# LET'S DISCUSS AND ANALYZE TOGETHER

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## 1. Industrial Age

a period of history that includes the changes in economic and social organization that began around 1760, focusing on the replacement of hand tools with power-driven machines, including transportation and eventually electricity in the Second Industrial Revolution.

## 2. Information Age/Digital Age

defined as the time period starting in the 1970s with the introduction of the personal computer with subsequent technology introduced providing the ability to transfer information freely and quickly.

## 3. Experience Age

a designation for the present age that is defined by the importance of intangible things to economic production, society and culture.



## Youth and Technology

Adolescents in many places around the world now spend more time on their digital devices than they do in traditional classrooms. For example, in the United States, teens spend, on average, nearly 7.5 hours each day with digital entertainment media alone, a count that excludes the time spent online for educational tasks.

## Youth and Communication

Children and adolescents seem to communicate with their peers more electronically than face to face. They chat with their friends through instant messaging, texting, social network sites such as Snapchat. Often times they are multi-tasking; they may be texting several of their friends while chatting via instant message and at the same time listening to Spotify.



# PLATFORMS

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IN THE CHAT POST THE VARIOUS DIGITAL PLATFORMS YOU KNOW TO BE POPULAR

## **SOCIAL MEDIA**

Snapchat, Tiktok,  
Instagram, Facebook,  
Pinterest, Reddit, Twitter,  
WhatsApp, YouTube

## **EDUCATIONAL**

Google Classroom, Duolingo,  
EdX, Khan Academy,  
Photomath, SoloLearn,  
Kahoot

# CLASS DISCUSSION

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DO YOU THINK TECHNOLOGY HAS A NEGATIVE EFFECT?

## **Problem 1**

In the chat, tell us how technology may have a negative effect, either for youth in particular or society as a whole.

## **Problem 2**

What are the gaps that exist when using technology in prevention work?

# GOOGLE CLASSROOM DEMO

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ACTIVITY

Overview and highlight of YWCA Dayton's Sexual Violence Prevention Course that is entirely virtual through Google Classroom.

# YOUTH AND HOW THEY FEEL ABOUT MEDIA

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1. HOW STUDENTS PREFER TO COMMUNICATE (I.E. WHICH PLATFORMS)
2. WHY STUDENTS PREFER THESE NEW WAYS
3. WHAT STUDENTS WISH EDUCATORS/PARENTS KNEW OR UNDERSTOOD ABOUT TECHNOLOGY



# TIME FOR A QUICK POLL

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ANSWER THE POLL QUESTIONS AS THEY COME UP



# RECAP

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## SUMMARY 1

We are moving through the information and digital age to an unstudied and unprecedented "experience" age. What does that mean for prevention?

## SUMMARY 3

The reality is that technology is not going anywhere, and we have to learn ways to adapt to reach those who have new communication styles and learning styles that integrate these means of media.

## SUMMARY 2

There are many platforms that can be utilized to garner the same data we need and have gathered in traditional ways. Technology can make things easier and more engaging.

## SUMMARY 4

As you are working to integrate technology into prevention strategies, however, it is important to think of the gaps and accessibility issues that exists to continuously create opportunities for communities



# THANK YOU!

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WE APPRECIATE YOUR PARTICIPATION AND IF YOU  
HAVE AN QUESTIONS OR COMMENTS DON'T  
HESITATE TO REACH OUT TO  
MGARRISON@YWCADAYTON OR  
EMILY.DURAND@MSSM.EDU