Transcript: A Day in the Life – Social Life of an Online Elementary Student

Transcript (Video)
Transcript (Video with Audio Description)
Transcript (Audio Description)

Transcript (Video)

[00:00:00.000]

[MUSIC]

[00:00:05.182]

Sonja: I think students in virtual programs within K12 schools have great

[00:00:08.857]

opportunities to connect and be social, to connect with other students and

[00:00:12.911]

families that are sharing in that same adventure.

[00:00:16.250]

And are all experiencing the same thing,

[00:00:18.140]

whether it's their love for a particular activity, like art, or
video gaming, or if it is just simply to get together to go play in the park.

I think there are great opportunities.

Oftentimes it just means putting yourself out there and

taking that opportunity to get connected with other families and students.

So, K12 national clubs gives students

the opportunity to meet in a safe environment with K12 staff and

teachers to talk about things that they really love like Lego's, or Minecraft.

We have many students that love our art clubs, because it gives them that

opportunity to showcase the things that they're the proudest of.
So, participating in K12 national clubs and local clubs at their school level give students and families the opportunity to stay connected to the greater community, to be a part of something bigger.

But there are also many youth leagues where students can play sports. Many times in our brick and mortar schools, socialization happens organically. There's no curriculum that specifically addresses positive socialization for our students. And the beauty of being a part of a virtual online program is that you get to
specifically and intentfully choose what are the right socialization places for

[00:01:28.954]

you and your family to plug into.

[00:01:31.290]

Whether that’s connecting specifically with the school or looking outside of

[00:01:34.720]

the school for the right opportunities and places for your student.

[00:01:39.330]

We understand that socialization is important.

[00:01:41.790]

And we provide wrap around programming from the national perspective that

[00:01:45.400]

supports our local programming.

[00:01:47.430]

And we really encourage you to take that opportunity to find the right place to

[00:01:51.155]

plug in, and to connect, and to find your lifelong buddies.

[00:01:54.152]

[MUSIC]
Meet K12 student program liaison, Sonja Howerton.

Sonja: I think students in virtual programs within K12 schools have great opportunities to connect and be social,

to connect with other students and families

that are sharing in that same adventure,

and they're all experiencing the same thing,

whether it's their love for a particular activity
like art or video gaming or if it is just simply

[00:00:25.784]

to get together to go play in the park.

[00:00:28.899]

I think there are great opportunities.

[00:00:29.965]

Oftentimes it just means putting yourself out there

[00:00:31.478]

and taking that opportunity to get connected

[00:00:33.997]

with other families and students.

[00:00:35.448]

**Voiceover:** Video montage showing two girls

[00:00:37.688]

swinging on park swings, hands playing a piano,

[00:00:40.611]

kids outdoors in a group tossing around a volleyball,

[00:00:43.789]

and kids jumping at an indoor trampoline park.
Sonja: So K12 national clubs gives students the opportunity to meet in a safe environment and with K12 staff and teachers to talk about things that they really love like Legos or Minecraft.

We have many students that love our art clubs because it gives them that opportunity to showcase the things that they're the proudest of.

So participating in K12 national clubs and local clubs at their school level gives students and families
the opportunity to stay connected to the greater community,

to be a part of something bigger,

but there are also many youth leagues

where students can play sports.

Voiceover: Video montage showing

a girl typing on a laptop,

two hands putting together colorful Lego pieces,

a laptop with an active Minecraft game on the screen,

drawings showing student artwork,
and students outdoors in uniform playing soccer.

Sonja: Many times in our brick and mortar schools,

socialization happens organically.

There's no curriculum that specifically addresses

positive socialization for our students,

and the beauty of being part of a virtual online program

is that you get to specifically and intentfully choose

what are the right socialization places

for you and your family to plug into,
whether that's connecting specifically with the school

or looking outside of the school

for the right opportunities and places for your student.

Voiceover: Video montage showing

adults and kids walking in a museum,

legs in tights performing poses at a ballet bar,

and two girls in friendly conversation.

One girl smiles and waves to the camera.

Sonja: We understand that socialization is important
and we provide wraparound programming

from the national perspective

that supports our local programming

and we really encourage you to take that opportunity

to find the right place to plug in

and to connect and to find your lifelong buddies.

**Transcript (Audio Description)**

**Voiceover:** A Day in the Life

Meet K12 student program liaison, Sonja Howerton.
Voiceover: Video montage showing two girls

[00:00:37.688]
swinging on park swings, hands playing a piano,

[00:00:40.611]
kids outdoors in a group tossing around a volleyball,

[00:00:43.789]
and kids jumping at an indoor trampoline park.

[00:01:21.059]
Voiceover: Video montage showing

[00:01:22.275]
a girl typing on a laptop,

[00:01:23.917]
two hands putting together colorful Lego pieces,

[00:01:26.456]
a laptop with an active Minecraft game on the screen,

[00:01:28.995]
drawings showing student artwork,

[00:01:31.512]
and students outdoors in uniform playing soccer.
Voiceover: Video montage showing

adults and kids walking in a museum,

legs in tights performing poses at a ballet bar,

and two girls in friendly conversation.

One girl smiles and waves to the camera.