

THE EDTECH  
AWARDS



COOL TOOL  
FINALIST 2020



Engaging and interactive game to prevent  
Bullying and Cyberbullying

- ✚ Easy to use and interactive.
- ✚ Provides more than 18 hours of instructional content across all three game levels.
- ✚ Reinforces the skills taught in the Botvin *LifeSkills Training* Middle School (levels 1-3) program.
- ✚ Emphasis on bullying and cyberbullying prevention through situations, scenarios, and more.
- ✚ Includes reports for teachers so they can monitor student performance and progress.



*LST Galaxia* is currently part of a national 30-site randomized controlled trial testing strategies for preventing bullying and cyberbullying.



Evidence-Based Prevention Programs for Schools, Families, and Communities

Visit [www.lifeskillstraining.com](http://www.lifeskillstraining.com) to learn more