



Protect

Reduce

Prevent

Executive Leadership Series on Missing & Exploited Children

Sample Syllabus

This series will be delivered over a 6-week period in an online format through **NCMEC Connect**. It will consist of a mix of *synchronous and **asynchronous components. All prerequisites (see PRPL Prerequisites document) must be completed prior to series kick-off date. Time commitment to complete prerequisites is ~4 hours.

Week One (time commitment of ~2 hours)

1. Participate in PRPL Series kick-off call (*typically occurs on a Monday*)
2. Complete self-paced asynchronous modules
 - Legal Issues
 - Missing Children – Vulnerable Populations
3. Participate in virtual discussion boards

Week Two (time commitment of ~1.5 hours)

1. Complete self-paced asynchronous modules
 - Exploited Children – Current Trends
 - Child Sex Trafficking
2. Participate in virtual discussion boards

Week Three (time commitment of ~1.25 hours)

1. Complete self-paced asynchronous modules
 - Community-Based Multi-Disciplinary Teams
 - Digital and Social Media Relations
2. Participate in virtual discussion boards

Week Four (time commitment of ~1.25 hours)

1. Complete self-paced asynchronous modules
 - Federal Resources
 - Family and Survivor Impact
2. Participate in virtual discussion boards

Week Five (time commitment of ~1.25 hours)

1. Participate in synchronous Case Scenario Exercise
2. Complete self-paced asynchronous module
 - Responder Resilience and Wellness
3. Participate in virtual discussion boards

Week Six (time commitment of around 1.5 hours)

1. Participate in synchronous Community Action Planning workshop
2. Submit a draft plan for Capstone Project
3. Complete evaluation and post-test
4. Print certificate

Please note: This serves as a sample syllabus only. A more detailed syllabus with exact dates and times will be provided to learners once they have registered for the PRPL series.

*Synchronous: Learning happens at the same time for the instructor(s) and the learner, in real-time.

**Asynchronous: Learning is self-paced, not in real time.