



THE SCHOOL DISTRICT OF
PALM BEACH COUNTY, FL

AFTERSCHOOL PROGRAMMING
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Contact:

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Action By:
September 16, 2013

TO: Elementary Principals and Afterschool Directors

FROM: Cheryl C. Alligood, Chief Academic Officer *cca*

SUBJECT: AFTERSCHOOL ACADEMIC ENRICHMENT FY14

In an effort to bridge the learning day through the afterschool hours, the Department of Afterschool Programming offers four initiatives for FY14. Please note:

- All initiatives utilize existing afterschool counselors to be trained and supported by Department of Afterschool Programming instructional specialists.
- All initiatives require a certified teacher to serve as an Academic Advisor.
- All initiatives require a classroom-type setting with technology access.
- Cost of each initiative is detailed in the table following each description.

Science, Technology, Engineering, Art, and Mathematics Initiative:

The *Science, Technology, Engineering, Art, and Mathematics (STEAM)* curriculum was written by the Department of Afterschool Programming's instructional specialists and aligned to the District's scope and sequence, Common Core Standards and the Next Generation Florida Sunshine State Standards. *STEAM* was established to support and enrich science and math benchmarks taught during the regular school day in grades K-5 while introducing students to the fields of technology and engineering. The *STEAM* initiative utilizes the inquiry-based 5E Learning Cycle allowing students to engage, explore, explain, elaborate, and evaluate topics using manipulatives in a hands-on, cooperative learning environment. The initiative is available for primary and/or intermediate levels and is implemented one hour per day, three days per week during afterschool.

Curriculum/Supplies/Per group	\$ 550.00
Academic Advisor/6 hours per week/33 weeks	\$5,700.00

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Explore Literacy Initiative:

The *Explore Literacy* curriculum was developed by the Department of Afterschool Programming's instructional specialists and aligned to the Common Core Standards. The curriculum is based on fiction and non-fiction read-aloud titles and includes readers' theater selections. While building fluency through practice, Reader's Theater promotes team building by having students read together in a fun learning environment. *Explore Literacy* was developed to support fluency and comprehension taught during the regular school day. Although developed primarily for grades K-3, the initiative is available to all elementary grades. *Explore Literacy* is implemented one hour per day, three days per week.

Curriculum /Supplies/Per group	\$ 550.00
Academic Advisor/6 hours per week/33 weeks	\$5,700.00

IBM Reading Companion:

IBM Reading Companion is a grant-funded interactive web-based technology that "listens," guides, and prompts children as they learn to read and improve their English literacy skills. It uses innovative speech recognition technology that provides individualized feedback to the user, enabling emerging readers to practice pronunciation as they acquire fundamental reading skills. This initiative fully supports fluency and comprehension taught during the regular school day in grades K-2. It is implemented 30 minutes per day, two days per week during afterschool. **Note:** Sites are required to implement either *STEAM* or *Explore Literacy* to be eligible for *IBM Reading Companion*.

Curriculum	Grant-funded
Microphone Headsets/Per 15 students	\$ 270.00
Academic Advisor/3 hours per week/33 weeks	\$2,850.00

Give 'em a Boost:

Give 'em a Boost is a personal enrichment and healthy living program. It utilizes the *Sports, Play, Active Recreation for Kids (SPARK)*, *Camp Boost*, and *Discover Art* curricula. Students who take part in the *SPARK* program will develop a variety of motor skills aimed at increasing participation in physical activities, maintain or improve physical fitness, and develop the social skills needed to connect with others in group recreation activities.

Camp Boost, developed by Healthy Lifestyle Choices, is an educational program that empowers youth by developing the skills and attitudes needed to avoid participating in risky behaviors and to lead healthier lives. *Discover Art* is based upon the *Come Look with Me* book series which engages students in art appreciation and exploration activities. The initiative is available for primary and/or intermediate levels and is implemented one hour per day, three days per week.

Curriculum (varies by site needs and interests)	Varies
Supplies/Per group	Varies
Academic Advisor/3 hours per week/33 weeks	\$2,850.00

District eForm **PBSD 2477** Afterschool Academic Initiative Request, should be completed by the principal and submitted electronically before Monday, September 16, 2013.

All initiatives require students to be identified by your school through TERMS for the purpose of analysis of student enrollment and achievement data. Directions for the completion of this process will be forwarded to all afterschool programs at the start of the school year.

Questions may be directed to Kathleen Moore, Manager, at PX 76365 or 561-687-6365.

EWG/CCA/JML/JCB/KM:khm/cy

Approved:



E. Wayne Gent, Superintendent