

During the 2018-19 school year, the École Sage Creek School community collaborated on the three following main goals:

Academic Achievement, Engagement and Citizenship.

Please review the following pages for more information on each goal and to see a list of strategies and approaches (with links to specific examples), that we used to attain our goal.



Academic Achievement

When we think about the goal of schools, often students' academic achievement is the first thing that comes to mind. With the goal of ensuring that our students have excellent learning opportunities, we collaborate to ensure innovative teaching and assessment strategies are used to facilitate student learning, development and growth. As a staff, we focus on ensuring a rigorous education while also trying to answer all students' individual needs. Some of the skills that we are developing include: literacy, numeracy, critical thinking, creativity, collaboration, communication, leadership, etc...

Some of the strategies and approaches used to reach this goal include:

- ♦ Amazing Race to 100
- ♦ Art to learn and LRSD Art Show
- ◆ Assistive Technology Program
- ◆ Be an Upstander (Collab with Human Rights Museum)
- ◆ Coding & Robots Computer Science Ed Week & Coding Trek
- ◆ Collaboration between classes
- ◆ CoPilot Collective
- **♦** Coyote Explorations
- ♦ Design Process
- ◆ <u>Differentiated Instruction</u>
- **◆** Exhibition Evening
- ♦ Field trips and guests guests#2
- ◆ Gardening Activities Link#2 Little Green Thumbs
- ◆ Gauss Math Contest
- ♦ Global School Play Day
- ◆ Green Action Team
- ♦ Hands-on activities
- ♦ I Love to Read Week
- ◆ Indigenous Education (<u>Ojibway language programming</u>, <u>Every Child Matters</u>
 <u>Garden</u>, <u>Harvesting of Sage</u>, <u>Blanket Exercise</u>, <u>Smudging</u>, <u>Dedication Ceremony</u>,
 Land acknowledgement, etc...)
- ♦ Inquiry-based Learning
- ♦ Interactive Bulletin Boards
- ◆ It's All About Me—Science Hands On Learning
- ◆ Journée Théâtre
- ◆ Life skills programming
- ◆ Literacy initiatives including <u>Literacy Circles</u>, Literacy groups, <u>Daily 5</u>, Guided Reading, Early Reading Intervention/Intervention Précoce en Lecture, Words Their Way, Writing Project, Reading Takes Flight, Write 2 Give, etc...
- ◆ Makerspace/collaboration with Human Ecology and Industrial Arts
- ◆ Multiple Intelligences
- Music: <u>Band Festivals</u>, <u>Music Monday</u>, CBC Music Class Challenge, <u>Musical Lion</u>
 <u>King Jr.</u>, <u>Choir</u> & <u>Choral Celebration</u>, <u>Concerts</u>, <u>public performances</u>, Developmental
 Music Program, Grade 6 Exploratory (Music/Band/Guitar)
- ♦ Numeracy initiatives including Number Talks, Guided Math, manipulatives, etc...
- ◆ Optimal Learning Model
- ◆ <u>Outdoor Learning</u> and collaboration with <u>Fort Whyte Alive</u>
- ◆ Physical Literacy Link#2
- ◆ Project Based Learning
- ♦ Phonological awareness
- ◆ Problem solving activities
- <u>Professional Development</u>, Prof. conversations, Prof. reading, Team meetings, Team-based planning and activities, Co-teaching
- ◆ Skype: Virtual guests, Virtual Field Trips, Global Read Aloud
- ◆ STEAM & STEM Projects
- ◆ Student choice/voice
- ♦ Student Progress Conferences
- ◆ Tiers of Intervention
- ♦ Universal Design for Learning
- ♦ W.I.S.E.

Engagement

Engagement refers to the extent to which students participate in school activities (both academic and "nonacademic".) Engagement could be academic, emotional, physical and intellectual. An engaged student typically has a positive disposition towards learning, works well with others and functions well in the school environment. An engaged student has a good sense of belonging and participates in clubs, committees and teams, etc... There is often a direct link between an engaged student and a student who is successful at school.

Some of the strategies and approaches used to reach this goal include:

- ◆ Art Installation Forest Project Pop Art Project
- Assemblies (Various themes and activities)
- Assistive Technology Program
- ◆ Be an Upstander (Collaboration with Human Rights Museum)
- ◆ <u>Buddy classes</u> <u>cross grade groupings</u>
- ◆ Clubs: <u>Chess</u>, <u>Lego</u>, <u>Board Game</u>, <u>Origami Club</u>, Student Journalism, Student Leadership, <u>Student led Canteen</u>, <u>MakerClub</u>, <u>MYRCA</u>, <u>X-country Skiing</u>, etc...
- ◆ Coding & Robots Computer Science Ed Week as well as other Technology
- ◆ Coyote Explorations
- ◆ Coyote Wear Fridays
- **♦** Educalme
- ◆ Exhibition Evening
- ◆ Festival du Voyageur activities
- ◆ Field trips and Invited guests
- Fort Whyte Alive at ÉSCS
- ♦ Gardening activities Link#2 Little Green Thumbs
- ◆ Gauss Math Contest
- ♦ Grade 7&8 Camp
- ♦ Grounds improvement
- ♦ Hands-on learning
- ♦ I Love to Read Week & Reading takes flight
- ◆ Indigenous Education (<u>Ojibway language programming</u>, <u>Every Child Matters</u>
 <u>Garden</u>, <u>Harvesting of Sage</u>, <u>Blanket Exercise</u>, <u>Smudging</u>, <u>Dedication Ceremony</u>,
 <u>Treaty announcement</u>, etc...)
- ♦ Interactive Bulletin Boards
- ♦ Jump Rope for Heart
- ♦ Library Learning Common
- ◆ Lip Dub
- ♦ Maker Mondays & Teach Me Friday
- ◆ Makerspace/collaboration with Industrial Arts and Human Ecology
- ♦ Mindfulness & Growth Mindset
- ♦ Music: <u>Music Monday</u>, CBC Music Class Challenge, <u>Musical Lion King Jr.</u>, Choir & <u>Choral Celebration</u>, <u>Concerts</u>, <u>public performances</u>, <u>Developmental Music Program</u>
- ♦ NHL Playoffs Project
- ♦ Outdoor Learning & collaboration with Fort Whyte Alive
- ♦ Project 11
- Project-based Learning
- ◆ <u>Self-regulation</u> Presentations (Big Emotions; Brain, etc...) Movement Room and Calming Spaces
- ♦ Share the Happiness
- ◆ Skype: Virtual guests, Virtual Field Trips, Global Read Aloud
- ♦ Sources Of Strength (SOS)
- Sport teams
- ◆ STEAM & STEM Projects
- ◆ Student choice/voice
- ♦ Summer Selfie Bingo
- ◆ Totally Unbelievable Speaker's Club TUSC
- Universal Design for Learning
- Various programming: Social Thinking, Fine Motor, etc...
- Welcoming activities
- ♦ Words that describe our "Beliefs and Values" on our walls

Citizenship

Citizenship refers to educating students to become enlightened citizens who participate in decisions that contribute to making their school, and the world, a better place. Some examples of citizenship include:

- displaying good character (responsibility, honesty, active listening, kindness)
- giving back to the school, the community, the city and the world,
- being respectful of other people and their property,
- being respectful of school property,
- following school expectations.

Some of the strategies and approaches used to reach this goal include:

- Be an Upstander (Collaboration with Human Rights Museum)
- ♦ Bell Lets Talk 2019
- ♦ Christmas Cheer Board Food drives
- ◆ Collaborative Learning Times (Buddies, etc.)
- ◆ Coyote Café: student-led canteen
- ♦ Coyote Zone Benches
- ♦ Coyote Wear Fridays
- ◆ Family of Schools Walk
- ◆ Festival du Voyageur activities
- ◆ Freedom of Speech Week—Semaine de la liberté d'expression
- ♦ Indigenous Education
 - ◆ Ojibway language programming,
 - Every Child Matters Garden,
 - ♦ Harvesting of Sage,
 - ◆ Blanket Exercise,
 - Smudging,
 - ◆ Dedication Ceremony,
 - ◆ Treaty announcement,
 - etc...
- Inviting community members into the classroom
- ♦ Jump Rope for Heart
- ♦ Lunch Monitors Student helpers
- ♦ Mental Health & Wellness committee
- ♦ Musical Lion King Jr.
- Neighbourhood activities
- ♦ Orange Shirt Day
- Partnership for Change
- ◆ Patrolling
- ♦ Pink Shirt Day
- ◆ Political engagement letters to the government
- ♦ Project 11
- ◆ Project <u>Share the Happiness</u>
- ◆ Remembrance Day Ceremony
- ◆ Roots of Empathy
- ♦ Seniors Day
- Service learning projects
- ♦ Share the Happiness
- ♦ Siloam Mission—Scarves for those in Need
- ◆ Sports teams
- ◆ Sources Of Strength (SOS)
- ◆ Student Ambassadors
- ◆ Student Leadership Group
- ◆ Student Recycling Committee
- ◆ Student Services focused groups for social skills teaching
- ◆ Terry Fox schoolwide activities
- Visits to local businesses
- ♦ Winnipeg Harvest
- ◆ Zones of Regulation