Chester Park

Center of Literacy through Technology

2015/2016 SC Ready/SCPASS Scores

Met and Exceeds

ELA	21%
Math	35%
Science	43%
Social Studies	59%
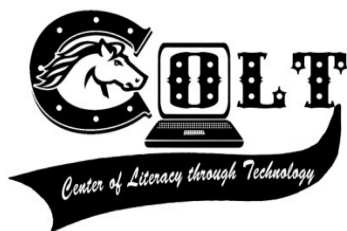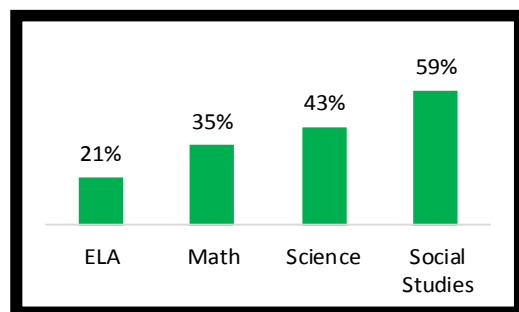
Winthrop University NetSCOPE

Professional Development School

Purpose of the Report
This report is to provide highlights, facts, and goals to our parents, guardians, and community.

School Improvement Council (SIC)
Yolanda Floyd—Parent/Chair
Freidas Brown—Parent
Tonya Campbell—Parent
Alex Houston—Community
Jessica Pressley—Community
Angel Underwood—Community
Tonya Campbell—Teacher
Lisa Campbell—Teacher
Stacey Finch—Teacher
Walter Jones—Ex-Officio
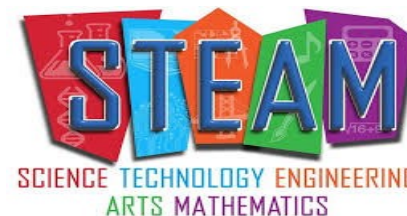Dr. Tammy Graham—Ex—Officio

Mission Statement
**High Tech, High Expectations
Committed to Excellence For All
Students**

Chester Park Center of Literacy through Technology Report to Parents 2016—2017

Microsoft

Showcase School

SCIENCE TECHNOLOGY ENGINEERING
ARTS MATHEMATICS

Dr. Tammy Graham, Principal

Mr. Walter Jones, Asst. Principal

Celebrate With US

- Our school Math/Science Club won First Place in the annual GiTi Math and Science Competition. Congratulations to Teacher Sponsors Wendy Shuler and Lisa Campbell.

- Stephanie Jacobs was selected as a Microsoft Innovator Educator (MIE).

- Our school participated in the Microsoft Hour of Code Event.

- Nequi Dunlap (2016 COLT and CCSD Teacher of the Year) was selected as a STAR Teacher and SC Future Minds Teacher Super Hero.

- Implementation of STEAM Framework and Grade Level STEAM Performances

- Implementation of STEAM Clubs for ALL students.

- Continuation and expansion of technology initiatives.

- Professional Learning Communities were continued. These groups focused on standards, best practices, and data analysis.

- COLT Families participated in several Family/School events such as Literacy Night, Math Mardi Gras, and Title I Family Night.

- Makenzie Harter was crowned School Spelling Bee Champion.

- COLT Teacher of the Year—Mrs. Tonia Moore

Goals and Strategies

1. **Increase Student Achievement**
   Strategies
- *Implementation of Professional Learning Communities and STEAM Framework*
- *Data Analysis (MAP, F & P, SCReady, SCPASS, etc.)*
- *Support of a Literacy Coach, Reading Interventionist, and Math/Technology Coach*

2. **Enhance Family and Community Involvement**
   Strategies
- *Literacy Night, Math Mardi Gras Night, and Title I Family Night*
- *Grade Level STEAM Performances*
- *Technology Showcase*
- *Community Service Learning Projects (Relay for Life, Angel Tree, Pennies for Patients, United Way, Nursing Home Project, etc.)*

3. **Provide a safe, orderly, and healthy school that ensures a positive and caring learning environment**
   Strategies
- *PBIS*
- *Safety Plan and School Safety Drills*
- *School Safety Officer*

Why STEAM?

Chester Park COLT is preparing to lay the tracks for Science, Technology, Engineering, Arts, and Math that will transport 21st Century learners into the future!"

STEAM is a way to teach how all things relate to each other, in school and in life. It's more fun than traditional learning styles and makes more sense to all types of learners because it is based on the natural ways that people learn and are interested in things.

GiTi STEAM Project
"Birds, Bees, and Butterflies"
2017 Elementary First Place Winners