Chester Park Center of Literacy through Technology 2017-2018 SC Ready/SCPASS Scores

Purpose of the Report

This report provides highlights, facts, and goals to our parents, guardians, and community.

Chester Park Center of Literacy through Technology

2018—2019
Report to Parents

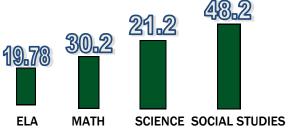


SCIENCE TECHNOLOGY ENGINEERING

ARTS MATH

Mr. Walter Jones, Principal
Mrs. Thomasina Curenton, Assistant Principal

Met and Exceed Percentages



School Improvement Council (SIC)

Larissa Thompson-Parent Chair
Emily Gladden-Parent
Jessica Teague-Parent
Brandy McNeill-Community
Ria Forester-Community
Heather Bolin-Community
LaTisha Hall-Glasper-Teacher
Rebecca St. Clair-Teacher
Walter Jones-Ex-Officio
Thomasina Curenton-Ex-Officio



Mission Statement

High Tech, High Expectations Committed to Excellence for All Students





Celebrate With Us!

Goals and Strategies

Why STEAM?

- Our school's Giti Math/Science Club won First Place in the Annual GiTi Math and Science Competition.
 Congratulations to our Teacher Sponsors Wendy Shuler and Lisa Campbell
- Continuation of STEAM Framework and Grade Level STEAM Performances
- Continuation of STEAM Clubs for All students
- Continuation and expansion of technology initiatives.
- Professional Learning Communities were continued. These groups focused on standards, best practices, balanced literacy, and data analysis.
- COLT families participated in several Family/School events such as Literacy Night, Math Mardi Gras, and Title I Family Night.
- Tavion McCrorey was crowned School Spelling Bee Champion.
- COLT Teacher of the Year-Mr. Smith
- Implementation of ClassVR headset (virtual reality) in 3rd—5th Grade Classrooms

I. Increase Student Achievement

Strategies:

- Continuation of Professional Learning Communities and STEAM Framework
- Data Analysis (MAP, F&P, CFAs, SC Ready, SCPASS, etc.)
- Support of a Literacy Coach, Reading Interventionist, Reading Interventionist Assistant and Math Interventionist/Coach

II. 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, Pjamming for Kids with Cancer, and United Way)
- III. Provide a safe, orderly, and healthy school that ensures a positive and caring learning environment

Strategies:

- ♦ Revised PBIS Program
- ♦ Safety Plan and School Safety Drills
- ♦ School Safety Officer
- Crisis Response Team

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

STEAM is a way to teach how all things relate to each other, in school and in life. It's more engaging 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 2018 Solar Eclipse Emulator First Place Winners

