21st CCLC – PBIS Matrix (Positive Behavioral Interventions & Supports)

	Safe	Organized	Accountable	Respectful
Cafeteria	• Always walk • Stay in your personal space.	• Take the snack given to you. • Put book bags on the table.	• Clean up your area. • Eat the snack given to you.	• Say please and thank you. • Use kind words and a inside voice.
Hallways	• Walk all the time.	• Stay under the arrows.	• Voice level 0	• Respect the work hanging on the walls. • Do not disturb other teachers.
Homework	• Keep hands, feet and objects to yourself. • Keep your chair on the floor.	• Keep your homework in your folder. • Have school supplies to do homework.	• Have assignment written in the agenda. • Bring your homework.	• Work quietly. • Try your best. • Raise your hand for help.
Classrooms	• Keep your chair on the floor. • Sit on your bottom. • Walk to your seat.	• Stay in your assigned seat.	• Put away materials when finished. • Stay on task.	• Raise your hand to ask for help. • Voice level I
Playground/Gym	• Keep the door going to the gym closed. • Keep hands, feet and hurtful words to yourself. • Stay in the assigned area.	• Put all equipment back like you found it. • Line up when called.	• Always bring personal items back to the cafeteria.	• Take turns using the equipment. • Share • Use kind words.
Technology	• Never give out your username or password. • Never give personal information out online.	• Use the headphones assigned to the station. • Stay in your assigned seat.	• Stay on approved websites. • Push in your chair and put up the headphones when you are done.	• Carry Chromebook with two hands. • Voice level I

Georgia Department of Education
Richard Woods, Georgia's School Superintendent

21st CCLC Site Visitation Documentation

Program: Columbus State University **Site:** Kendrick High School	**Date:** 10/8/19
☐ **Safe environment (adequate supervision, qualified staff):** yes	☐ **Facilities appropriate for activities:** yes
☐ **Schedule** ☑ **Safety Plan** ☑ **Evacuation Plan**	**Drills to Date:** yes
Targeted #: 30 **ADA:** TODAY 6/30 = 20%	**GaDOE Staff Signature:** Jennie Ray
Registered #: 14 **Student/Staff Ratio:** 2:1	
☐ **Orderly and timely Transition:** N/A	

1. Activity/Content:									Number of Students: 6		Number of Staff: 2	
☐ K	☐ 1	☐ 2	☐ 3	☐ 4	☐ 5	☐ 6	☐ 7	☐ 8	☑ 9	☑ 10	☑ 11	☑ 12

☑ Students Engaged	☑ Independent Learning	☐ Technology:
☑ Teachers/Staff Engaged	☐ Collaborative Groups	☐ Project Based Learning:
☐ Whole-Class Instruction	☑ Peer Tutoring	☑ Critical Thinking:
☐ Small-Group Instruction	☐ Credit Recovery	☐ Manipulatives

☑ Enrichment Activity: Draw an illustration of your favorite book or story

Observations:
- Students were eating snack and beginning an enrichment activity.

2. Activity/Content:									Number of Students:		Number of Staff:	
☐ K	☐ 1	☐ 2	☐ 3	☐ 4	☐ 5	☐ 6	☐ 7	☐ 8	☐ 9	☐ 10	☐ 11	☐ 12

☐ Students Engaged	☐ Independent Learning	☐ Technology:
☐ Teachers/Staff Engaged	☐ Collaborative Groups	☐ Project Based Learning:
☐ Whole-Class Instruction	☐ Peer Tutoring	☐ Critical Thinking:
☐ Small-Group Instruction	☐ Credit Recovery	☐ Manipulatives

☐ Enrichment Activity:

Observations:

3. Activity/Content:									Number of Students:		Number of Staff:	
☐ K	☐ 1	☐ 2	☐ 3	☐ 4	☐ 5	☐ 6	☐ 7	☐ 8	☐ 9	☐ 10	☐ 11	☐ 12

☐ Students Engaged	☐ Independent Learning	☐ Technology:
☐ Teachers/Staff Engaged	☐ Collaborative Groups	☐ Project Based Learning:
☐ Whole-Class Instruction	☐ Peer Tutoring	☐ Critical Thinking:
☐ Small-Group Instruction	☐ Credit Recovery	☐ Manipulatives

☐ Enrichment Activity:

Observations:

4. Activity/Content:										Number of Students:		Number of Staff:	
☐ K	☐ 1	☐ 2	☐ 3	☐ 4	☐ 5	☐ 6	☐ 7	☐ 8	☐ 9	☐ 10	☐ 11	☐ 12	

☐ Students Engaged	☐ Independent Learning	☐ Technology:
☐ Teachers/Staff Engaged	☐ Collaborative Groups	☐ Project Based Learning:
☐ Whole-Class Instruction	☐ Peer Tutoring	☐ Critical Thinking:
☐ Small-Group Instruction	☐ Credit Recovery	☐ Manipulatives
☐ Enrichment Activity:		

Observations:

5. Activity/Content:										Number of Students:		Number of Staff:	
☐ K	☐ 1	☐ 2	☐ 3	☐ 4	☐ 5	☐ 6	☐ 7	☐ 8	☐ 9	☐ 10	☐ 11	☐ 12	

☐ Students Engaged	☐ Independent Learning	☐ Technology:
☐ Teachers/Staff Engaged	☐ Collaborative Groups	☐ Project Based Learning:
☐ Whole-Class Instruction	☐ Peer Tutoring	☐ Critical Thinking:
☐ Small-Group Instruction	☐ Credit Recovery	☐ Manipulatives
☐ Enrichment Activity:		

Observations:

Recommendations and Follow Up (including issues related to prior fiscal year Corrective Action Plans and/or prior recommendations)

- Great enrichment activity during snack time
- Staff and students were engaged
- I'm concerned about the attendance. Only 6 students today which is a 20% ADA. I recommend partnering with a school day administrative staff person (counselor, asst. Principal, Curriculum coach, etc.) to help recruit & recommend students.
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Madeline Pieper-Wolff
Local Staff Signature

10/8/19
Date

Site Visit Summary: Kendrick High School
December 10, 2019, 4:00-4:30 pm

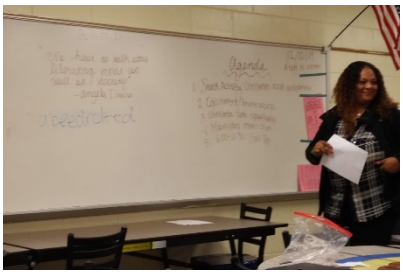
KSU Staff: Kelleigh Trepanier, Associate Director
Number of Students: 6 observed; 10 registered
Target Number: 30
Number of Staff Observed: 3, not including Program Director Madeline Pieper-Wolff

Context

The Head Tutor, Ms. Forbes, and Program Assistant, Coach Hope, were with the six students when we arrived. Mr. Syd came later for Robotics. Other enrichment activities at this site include Cosmetology, Culinary Arts, and Visual Art. The Program Director indicated that attendance at this site was low, partly because students who had enrolled in the program were suspended.

Snack activity

When we arrived, students were working on a word scramble and having snack. Students seemed very interested in solving the puzzle and "money" was awarded to the first to unscramble the word, "celebrated." Students were loud but engaged, saying, "That's a long word," and "If I spell it as best I can, will that work?" Ms. Forbes said that she needed it be right. Mr. Syd arrived for robotics and several students went with Ms. Forbes to the computer lab for homework time.



Ms. Forbes during word scramble snack activity

Robotics

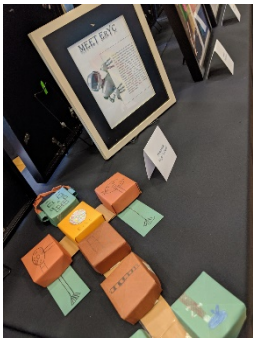
Ms. Syd brought the Nintendo Labo virtual reality kit. The students used the blaster to play a game similar to Hungry, Hungry Hippos. Two students were able to play, each one taking a turn shooting. The blaster has a setup similar to a shot gun, but the game launches fruit into the hippos' mouths. Students were able to stand behind the person playing and see the screen. While we were there, Ms. Forbes and the other students came back, because the computer lab was locked. Eventually, someone came and unlocked the room so that students could begin their homework.

Student playing Kablasta on Nintendo Labo

Recommendations:

Work with regular school day staff to identify additional students for participation in the program. Some high school 21st CCLC sites do credit recovery. This might be a helpful addition. One student indicated that she brought her Nintendo Switch from home. This is a great way to expand how many students can use the devices at the same time.

Try to make sure all the rooms that will be needed are unlocked before the start of the program. Consider posting a sign if rooms are locked after the program begins.



ERYC the robot