

WCCUSD Expanded Learning Programs

Quarter 4

Tara Hills Elementary
 YMCA of the East Bay
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Program Attendance and Enrollment



88

Unduplicated Youth Served

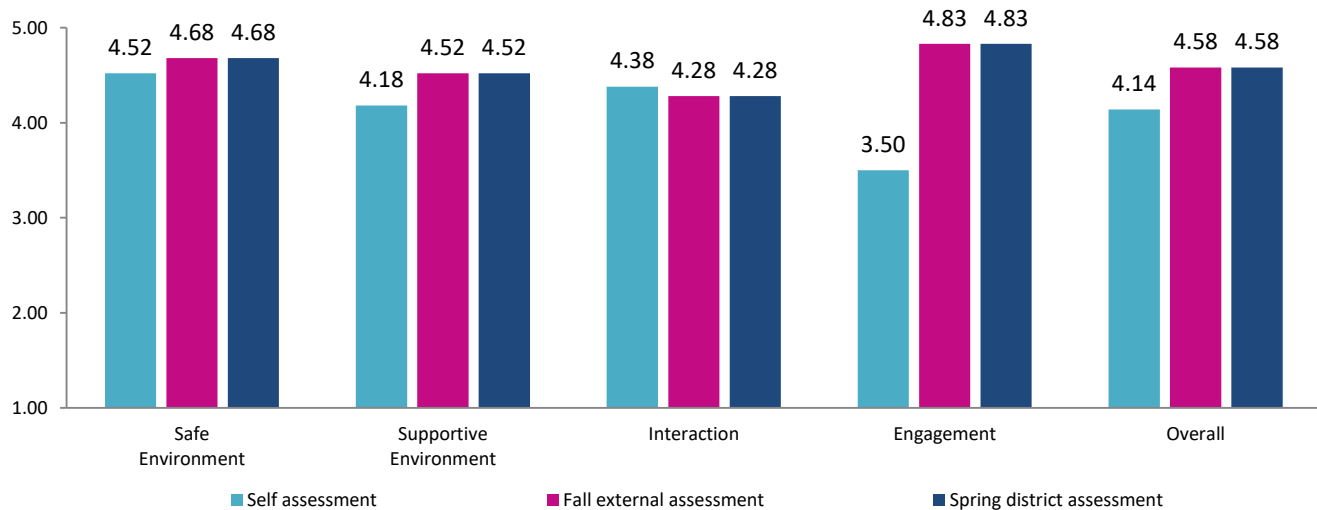


85%

Progress Toward Grant Goal

Source: Cityspan Attendance System.

Site Visit Summary



Observations used the Program Quality Assessment (PQA), a research-validated observation tool used in youth development programs around the country.

What the domains mean

- **Safe Environment** – Students experience both physical and emotional safety; the program environment is safe and sanitary; the social environment is safe.
- **Supportive Environment** – Adults support children to learn and grow; adults support children with opportunities for active learning, for skill building, and to develop healthy relationships.
- **Interaction** – There is a positive peer culture in the program. Children support each other and experience a sense of belonging, participate in small groups, and partner with adults.
- **Engagement** – Children experience positive challenges and pursue learning. Children plan, make choices, and learn from their experiences.

What the ratings mean

The ratings indicate the following levels of performance:

- A rating of one (1) indicates that the practice was not observed during the observation, or that the practice is not a part of the program.
- A rating of three (3) indicates that the practice was implemented relatively consistently across staff and activities, based on the observation.
- A rating of five (5) indicates that the practice was implemented consistently and well across staff and activities, based on the observation.

Sources: Self-Assessment, Fall and Spring External Assessments PQA scores, 2018-19. Elementary schools used the School-Age PQA; middle and high schools used the Youth PQA. Grade level average was calculated by averaging domain level scores.

Expanded Learning Program Goals

What are the three primary goals for the 2018-19 Expanded Learning Program?

Goal 1: 95% or more ELP participants will identify that they feel safe, have a caring adult and feel a sense of belonging in program by June 2019 as determined by quarterly climate surveys.

Goal 2: 75% or more of 1st-3rd grade ELP participants will show a .5pt improvement in the math skills by the middle of quarter 3 and a 1pt. improvement by June 2019 as determined by IAB Math Testing.

Goal 3: 70% or more of 4th-6th grade ELP participants will reach their Accelerated Reader goal by June 2019.

Provide an implementation update for each of the three primary goals.

Goal 1: In quarter four, 5th and 6th grade participants, who were part of the Playworks Jr. Coach Program, facilitated activities and games during structured play, and facilitated an ice breaker or reflection activity

Goal 2: Program staff facilitated math lessons plans three times a week, with each student spending 45 minutes a week on Khan Academy. 89% of all students in grades 1-3 met their Khan academy learning goal. Students who needed additional support met daily with the graduate tutor and learning center staff.

Goal 3: All students participated in reading comprehension lesson plans twice a week, which includes writing a summary of what students have read. Students also participate in computer literacy activities such as Raz Kids once a week.

Data review of progress towards primary goals.

Goal 1: In quarter four, there were 42 students surveyed in grades 3-6. 94% stated they felt safe at program, 98% stated that they have a caring adult, and 95% feel a sense of belonging in program.

Goal 2: IAB reports only show grade level competency. According to IAB results, 88% of program participants in 1st – 3rd grade are approaching grade level, and 10% are below grade level.

Goal 3: 23% of all 4th-6th grade students have reached their AR goal, with 67% of students attempting three quizzes.

Recommendations and next steps for each of the primary goals, informed by data.

Goal 1: In the 2019 – 2020 school year, all program participants will have the opportunity of to choose their enrichment activity within three main categories: STEAM, Visual and Performing Arts, and Sports/Physical Activity. In each of these classes, students will engage in activities that promote respect, responsibility, inclusion, and teamwork. In addition, students will engage in community building activities at the start of program.

Goal 2: In the 2019 – 2020 school year, program staff will continue to facilitate math lessons plans three times a week. Students will continue to use IXL and Khan academy in preparation to take the IAB in November.

Goal 3: In the 2019 – 2020 school year, all students will continue to use Raz kids to help students reach their AR goal.