Principal's Report: November 20, 2013

Outdoor Education:

Manor Park has been given \$3252 by the Ministry of Education to support outdoor education learning opportunities. This funding is part of the Ministry's commitment to reaching every student by providing a range of options tailored to student's individual strengths, goals and interests. All money must be spent by May 30th.

Hiring Practices:

The way we hire new teachers has changed dramatically since Bill 115. Hiring practices are strictly defined by Regulation 274. In essence, we now have seniority based hiring. A new teacher must work a minimum of 20 days and have at least 10 months with the Board to be considered for a Long Term Occasional (LTO) position. To be hired as a contract/permanent teacher, the person must have had a minimum of a four month LTO. There are many screening tools used along the way to ensure that we are getting the best possible candidates. When a job becomes available, we must post it for 5 business days and then our HR will let us know who is the most senior of the qualified applicants. In the case of specialized classes, we are allowed to interview the top 5 candidates in terms of seniority.

School Improvement Planning:

Our school improvement plan this year is focused on improving our student's ability to reason proportionally when representing, ordering, and comparing numbers/units. We are looking to develop rich tasks that have a real world application and value to promote engagement.

Proportionality permeates mathematics and is often considered the foundation to abstract mathematical understanding.

We are also going to monitor our student's perceptions/attitudes about Math as developing confidence in Mathematics at a young age is key to sustained success in mathematics over time.

Please visit https://www.youtube.com/watch?v=LPkQvN3r8js to learn more about how proportional reasoning and how parents can support this learning at home or visit http://www.onetwoinfinity.ca/ to learn more about the big ideas in Math.