Summer Learning

Y4Y: Your Partner in Learning | May 9, 2019





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Presenters







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Objectives

• Explore and engage in the steps for planning, designing, implementing and assessing a summer learning program

• Develop strategies using planning and design tools and resources from Y4Y



What Is Summer Learning?



What is Summer Learning Loss?



What is Summer Learning Loss?



Nine Steps to a Summer Learning Program

- 1. Building a Program Team
- 2. Assess Need and Map Assets
- 3. Setting SMART Goals
- 4. Logistics: Map Your Resources
- 5. Intentionally Designing Activities
- 6. Motivate, Engage and Retain Students
- 7. Engaging Families
- 8. Celebrate and Reflect
- 9. Assess and Continuously Improve



Step 1: Building a Program Team

YOU FOR YOUTH

When building your summer learning program team, include...



Step 1: Building a Program Team

YOU FOR YOUTH

As leaders in your program, you must...



Step 2: Needs Assessment



State assessment scores School attendance percentages State assessment scores Student report card Students want art and music Teacher-reported student deficiencies School attendance percentages Counselor reports large scale bullying

YOU FOR YOUTH

Student-Level Data

Student report card Teacher-reported student deficiencies Counselor reports large scale bullying

Student Voice

Students want art and music

Needs Assessment Statements

School-Level:

 Only 70% of our 8th grade students met standard on the state science assessment

Student-Level:

 8th grade students failed to meet standard on their state science assessment because they did not master the ability to apply the skills of comparison and prediction.

YOU FOR YOUTH

Student Voice:

• Students are interested in weather, robots and engineering

YOU FOR YOUTH

- 1. Choose a scribe and reporter
- 2. Review the data reports on the next screens
- 3. Analyze the data as a team
- 4. Write 3 Needs Statements: School, Student, Voice
- Write your statements on worksheets
 Be sure the statements relate to one another.

10 minutes

School Level Data

SELECT	◯ ELA	Mathema	tics									
COMPARE:	2018, 2017	- Summar	y, Grade	3 - All	Students							
Year	~	Grade	~	Demo	ographics	~						
Did Not Meet	Partially N	let 📒 Appro	ached	Met	Ex	ceeded						
				96	Proficient							
emographics	Grade	Year			% o	f Students /	Achievin	g Performance	Level			
All Students	Summary	2018				2% 9%	17%	53%		20%		
	Summary	2017				2% 11%	17%	52%		18%		
						10%	1496	51%		25%		
	Grade 3	2018				1070	1470	5170		2.576		
	Grade 2	2017				1% 12%	17%	48%	22	:%		
	GIAGE 2	2017										
		1	00%	80	60 4	0 20	0	20	40	60	80 1	100%

MATHEMATICS

Student Level Data

Results By	r Item ~					Instruction	al Re:	iources		C Export
Item #		Item Difficulty 0	¢	Standard O	¢	Full Credit O	¢	o	¢	1 \$
1	Concepts and Procedures / Target F	Easy		3.NF.1		93%		7%		93%
2	Concepts and Procedures / Target F	Easy		3.NF.3d		80%		20%		80%
3	Concepts and Procedures / Target F	Moderate		3.NF.3d		100%		0%		100%
2 4	Concepts and Procedures / Target F	Moderate		3.NF.3d		80%		20%		80%
0 5	Concepts and Procedures / Target F	Difficult		3.NF.3c		67%		33%		67%
6	Concepts and Procedures / Target F	Difficult		3.NF.3c		87%		13%		87%
7	Concepts and Procedures / Target F	Difficult		3.NF.2		67%		33%		67%
8	Concepts and Procedures / Target F	Moderate		3.NF.3c		87%		13%		87%
9	Concepts and Procedures / Target F	Moderate		3.NF.3d		93%		7%		93%
10	Concepts and Procedures / Target F	Moderate		3.NF.3c		80%		20%		80%
11	Communicating Reasoning / Target C	Difficult		3.NF.3d		80%		20%		80%
12	Concepts and Procedures / Target F	Difficult		3.NF.2		87%		13%		87%
13	Concepts and Procedures / Target F	Moderate		3.NF.3d		53%		47%		53%
14	Concepts and Procedures / Target F	Easy		3.NF.1		73%		27%		73%

Student Level Data



Grade	03 Math - Number and Operations - Frac	ctions (IAB)				🛗 Oct 1, 2017				
m #	Claim/Target \varTheta	Item Difficulty 0	Standard 0	Student Points	Max Points	Correctness				
] 1	Concepts and Procedures / Target F	Easy	3.NF.1	1	1	1.00				
2	Concepts and Procedures / Target F	Easy	3.NF.3d	0	1	0.00				
3 3	Concepts and Procedures / Target F	Moderate	3.NF.3d	1	1	1.00				
] 4	Concepts and Procedures / Target F	Moderate	3.NF.3d	1	1	1.00				
	Target F: Develop understa Depth of Knowledge: Bas	inding of fractio	ns as numbers. ncepts View refer	ence						
	Item Difficulty: Difficult									
	Common Core Standard	1								
	3.NF.2 Understand a fraction as a number on the number line; represent fractions on a number line diagram.									
	Calculator: No									
	Supporting Documentat	ion: Interim As	sessments Interp	retive Guide						
				The Track Reduction Theory Theory Redshift Redshift Res						

Interest	Votes
Cooking	46
Gardening	33
Party Planning	46
Babysitting	44
Friendship Bracelets	24
Motors	46

Tools for Collecting Data

- Conducting a Summer Learning Program
 Needs Assessment
- Family Survey
- Student Survey
- Asset Mapping



Step 3: Set SMART Goals

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YOU FOR YOUTH

Specific

Measurable

Attainable

Relevant

Time bound

Each goal should state exactly what you want to accomplish, giving specifics about the who, what, why and how.

Each goal shouldGstate exactly howvyou will measurerhow well you'veemet your goal.t

Goals should be within reasonable reach, but not too easy or too difficult to attain. They should be challenging, yet possible. Be sure the goal relates and connects to your overall program. Set timelines for your goals so you work toward defined targets.



Step 4: Logistics





Time: Determine what your program timeline and schedule will be.



Space: Make sure you have the types of space you need to carry out the program.



Materials: Make sure you have the supplies and resources you need.



Creating a Budget: Plan the financial aspects of your program.



Staffing: Have a plan to recruit high-quality staff.







Y4Y Tools

- Creating a Summer Learning Program Schedule
- Identifying and Recruiting High-Quality Staff
- Budget Template
- Site Operations Planner



Step 5: Intentional Design





fractions and

write their own

compositions.

Intentional Design: Delivery Strategies



Blended Learning

This is a teaching and learning approach that can take many forms as it blends Internet and digital media with in-person teacher facilitation; most variations give students some control of learning pace, time and path.



Project-Based Learning

A way for students to collaborate and engage in open-ended projects around areas of interest or need.



Service Learning

Themed

This focuses on experiential opportunities that link learning to service, volunteering, or work.

Summer provides a unique opportunity to design your whole program around a theme based on students' interest, and passions, as well as input from your program team.

Student Need Statement & Student Voice	Program SMART Goal	Activity Name	Activity SMART Goal	Activity Description	Delivery Strategies	How will students practice skills?	How will you measure activity/ student success?
Need: 8 th grade science students failing to master and apply skills of comparison and prediction. Voice: Students are interested in weather, robots and engineering	By the end of the summer program, 75% of students will meet standard on their science state assessment.	Weather Club	By the end of the summer Weather Club, 90% of students who attend the entire program will demonstrate improved ability to apply comparison and prediction as measured by a project rubric and weekly students writing samples.	In Weather Club students will learn about weather patterns in different regions of the world throughout a span of time using different technologies.	Theme- based learning and blended learning	By writing a "History of Weather" report and presenting as a weather person, students will compare patterns and predict future patterns.	Rubrics Portfolios Observations

Step 6: Motivate, Engage and Retain Students This a time of excitement and anxiety. Make a plan!



Create a Positive Environment





Fostering Relationship Building



Positive Youth Development





Y4Y Tools



- Creating Positive Environments for Summer Learning
- The 5 C's of Positive Youth Development
- The 4 C's to 21st Century Skills
- Youth Recruitment Planner

You for Youth | Summer Learning

Creating Positive Environments for Summer Learning

When your summer learning environment engages students and develops their potential, you support positive youth development. This approach recognizes the different strengths and needs of children, and uses age-appropriate strategies to promote positive behaviors. This checklist offers key strategies.

For Elementary School Students (Grades K-5)

Provide a structured environment and clear expectations:

- Keep a consistent schedule and provide specific and monitored choices during "free time."
 Use week-long themes to tie together academic, enrichment and recreation activities to create a sense of continuity.
- Use transitions such as songs or rituals to signal changes between activities.
- Upport children in creating behavioral expectations as a community, letting them decide what those behaviors do and do not look like. Have children create visual and written descriptions of positive behaviors, and display these in the program space.
- Consistently reward students verbally for using positive behaviors, so you highlight the power of positive choices rather than focusing on negative choices.

For Middle School Students (Grades 6-8)

Create a program culture in which youth feel confident and supported:

- □ Center the program on activities and projects that promote collaboration and teamwork. Have adults provide encouragement and constructive feedback to help students learn to verbalize their needs and become more confident and productive in teamwork situations.
- Incorporate project-based learning to allow youth to engage socially while developing positive communication, problem-solving and conflict resolution skills.
- Provide opportunities to help students plan for success, and explicit instruction and continuous support in areas such as self-management, time management and productive communication.
- Use conflict mediation and discussions of personal choice as intervention strategies.

For High School Students (Grades 9-12)

Develop a safe environment where young people feel heard and respected:

- Demonstrate commitment to youth voice and choice. Have students partner with staff to design activities that align to their career and personal interests and reinforce important academic and life skills.
- Provide opportunities to contribute and connect to the community. Offer activities such as service learning and internships that highlight youth's ability to control their environment and work toward positive change.
- Build positive staff-student relationships to motivate and challenge youth to be their best selves and find productive, peaceful solutions to issues they encounter.

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Step 7: Engaging Families

The Y4Y Summer Learning course offers strategies on getting families involved in your summer learning programs. Y4Y also has a separate complete course on the topic of Family Engagement! Make sure to log in and check out what Y4Y has to offer!



Step 8: Celebrate and Reflect



Step 9: Continuous Improvement YOU FOR YOUTH 1. Define Continuous 2. Implement 5. Improve with Fidelity Improvement Process 4. Analyze Collect Data

1. Define: Logic Model



Nice work!



2. Implement with Fidelity



YOU FOR YOUTH

Are you doing what you said you would do?



3. Collect Data



4. Analyze

YOU FOR YOUTH

Once you've collected your data and examined the results, ask some key questions:



What did we find out?

How can we make adjustments or improvements for the next day, next week, next month, or next year?



Did we meet the specific goal we set out to achieve? What strategies helped us meet the goal?

What kept us from reaching the goal?

How can we use these data to make timely adjustments or change long-term practices?





What did we do well?

What do we need to improve?

Y4Y Tools



- Logic Model
- Observation Checklist
- Continuous Improvement
 Planner

You for Youth | Summer Learning

Continuous Improvement Planner

Use this planner to illustrate your performance (SMART) goals, how you plan to capture the data, and your actual outcomes when you complete your summer learning program. This tool includes some examples in a planner and a blank planner to customize if you so choose. As illustrated in the example, you might want to consider listing your program goal (the overall outcome you are striving for utilizing all of your activities and implementation strategies) and your activity goals (what is going to happen within your activities that will impact your program goal).

Performance Goals	Measurement Tool	Staff Assigned	Target Group	Time Frame	Actual Outcome
Program Goal 1: 85% of third-grade students who attend the full summer learning program will demonstrate increased proficiency in the use of fractions and measurement as measured by pre- and post-program assessment.	Pre- and post- benchmark assessments	Ms. Jones	Students	First and last week of program	Program Goal #1 Outcome: 80% of third-grade students who attended the full summer learning program demonstrated increased proficiency in the use of fractions and measurement as measured by pre- and post-assessment.
Activity 1, Goal 1: 80% of third-grade students who participate in the math intervention activity for the entire summer will be able to solve fraction and measurement problems.	Teacher- reviewed math journal where students will show their work and thought processes.	Mr. Gonzalez	Students	Ongoing	75% of students who participated in the math intervention activity for the entire summer demonstrated that they could solve fraction and measurement problems as measured by the math journal work.
Activity 2, Goal 1: 100% of third-grade	Rubric, developed by	Mr. Smith	Students	At culminating event	90% of students who participated in gardening for the entire

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Contact Information



THANK YOU!

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