

# Parkrose Middle School

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Board Presentation: Culture

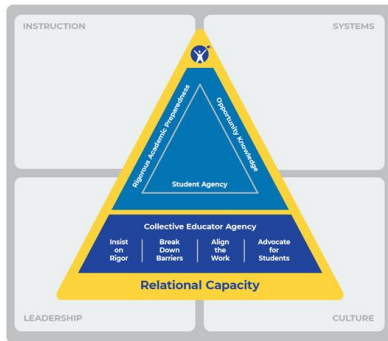
# Parkrose Secondary Vision

All students will graduate with the skills, opportunities, and supports to be their authentic selves, succeed in the college and career path of their choice, and have a positive impact on the global society.



# WHY

Disrupt inequity by design



# HOW

AVID College & Career  
Readiness Framework

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# Our Shared Assumptions

- The educational system is inequitable by design.
  - Oppressive systems and practices negatively impact students' learning.
  - We can't expect change at macro levels unless we disrupt our practices at micro levels.
  - Oppressive practices in future settings (e.g., college and career) do not justify oppressive practices in our current setting.
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# Staff Support

Professional Development to support all staff

- Building relational capacity on our secondary team
- Increase empathy and understanding amongst staff
  - Vicarious trauma
  - Compassion fatigue
  - Recognizing our own trauma response
- Identify building level supports

# Student Support

## Empathy Day

- Pause instruction
- Focus on social/emotional skills
- Build empathy skills with our students

# 6th Grade Empathy Day

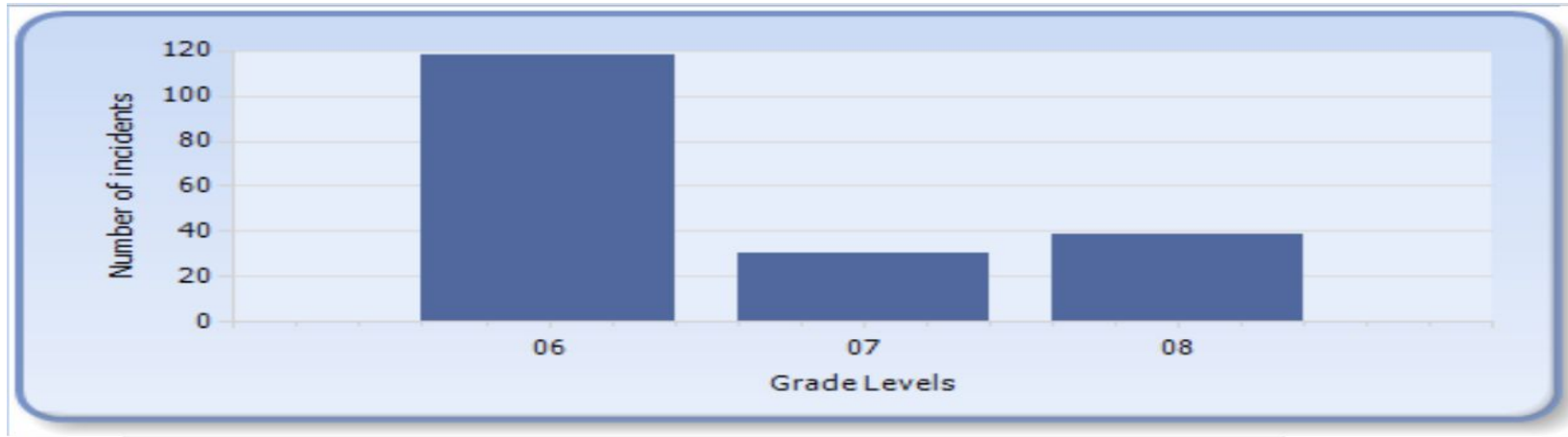
## Reasons Needed:

- Over 60% of our discipline referrals are from 6th graders
- Parent, Students and Teachers have reported over 50 incidents of harassment via chats and social media.
- The top referrals are fighting, bullying/harassment

## What we noticed may have contributed to the spike in 6th grade referrals?

- Missed being in school 3rd, 4th and portion of 5th grade
- Social Media/Technology Influence
- Peer Pressure
- Past Trauma

# Empathy Day - Data Informed



Grade	Frequency	Percent
06	126	63.64
07	33	16.67
08	39	19.70
Totals:	198	100%



# Empathy Day

A day dedicated to social emotional learning centered around Empathy.

- **6th Grade Assembly**
- **Four Teacher-led Lessons**
  - **Empathy Map**
    - Empathy maps are a collaborative tool used to build a holistic understanding of what a certain person (or "user") thinks, feels, sees etc.
  - **Identity Circle**
    - This is a deeper get-to-know-you game, during which you will have an opportunity to discuss with many friends the values that make up your identity and how you prioritize them in your life.
  - **Dealing with Digital Drama**
    - Lesson designed to help students responsibly deal with online bullying/harassment
  - **Rock'n Values**
    - Students create a presentation describing how you can be the change and be an upstander and positive support for students at PMS.
- **Admin-Led "Step to the Line"Activity**
  - Students are be able to:
    - To increase the understanding of how behaviors and attitudes impact others.
    - To highlight the similarities between students.
    - To recognize some of the factors which may influence feeling safe at school.
    - To encourage student-led changes in school culture.

Questions?