





STUDENT COUNCIL GOALS

Student driven discussion; students bring ideas from the classroom forum to the group. They then return back to the classroom to report out to their peers.

Support the exploration of the election process, how government agencies function through the experience of a Student Council setting.

Build confidence within the students to represent their classmate's ideas and bring them to the Student Council, gather their feedback and bring the discussion results back to their classmates.

Horace May Students We Represent:



1st Grade:

Callie E., Anja H, Ella W. & Callen B

2nd Grade:

Andrew L., Conner S., Isaac W.& Bella C.

3rd Grade:

Maranda H., Kieren S. & Ellie P.

4th Grade:

Ruby M., J.D.W. & James G.

5th Grade:

Emma S., Bo L., Alivia K. & Emersyn T

STUDENT REPRESENTATIVES SHARING:







HOW MEETINGS ARE CONDUCTED:

Google forms is utilized to record attendance, ideas, and notes.

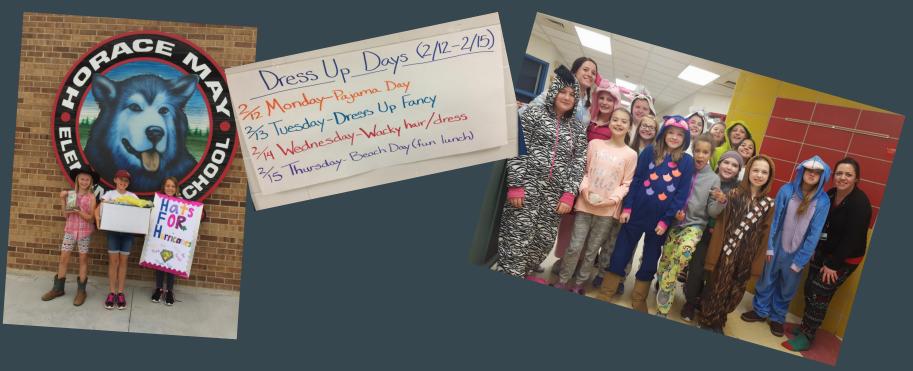
Meetings start with roll call, last month's minutes, a snack, new ideas and topics, and looking ahead to the next meeting.

Meetings run for a half hour, typically on the second Thursday of the month.

After the meeting, primary students are assisted by their homeroom teacher, while intermediate students lead the discussion in their respective classrooms.



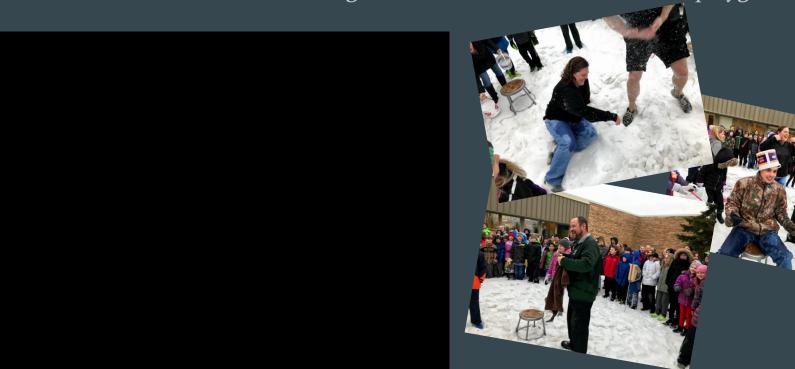
KINDNESS CELEBRATIONS:



Students voted on dress-up days for various weeks throughout the year.

ICE BUCKET CHALLENGE DURING KINDNESS WEEK

Collected over 700 dollars in change as a fundraiser for the inclusive playground.





TIME: 7:35 - 8:05 0M

HOW CODE CLUB FUNCTIONS

Typically offered one to two days a week from 7:30-8:00 to fifth grade students.

Students are allowed to come at whatever time they arrive at school.

Our computer lab has 34 seats and is generally at capacity by 8:00.

Gender participation has shifted greatly since beginning two years ago, now more than half of the attendees are female.



CODING, 3D PRINTING/DESIGN & GAME DESIGN

Coding- Students learn how to code in basic python and javascript, progressing from block coding to typed code.

3D Design & Printing- Students create and design objects in Tinkercad using real world measurement skills, then have the opportunity to physically print their designs.

Game Design- Students design a theme, graphics, and storyline to create a game that can be shared out with their peers.









We are happy to answer any questions you might have.