# Silver Mesa School Community Council (SCC) Meeting #4 November 2<sup>nd</sup>, 2016 7:15 a.m.

### Present:

- Dereck Peterson, Parent
- Hollie Pettersson, Parent (Chair)
- James Barron, Parent (Vice Chair)
- Jill Landes-Lee, Parent
- Julie Fielding, Principal

- Laurie McBride, Parent
- Lisa Coleman, Teacher
- Maria Bailey, Teacher
- Nick Hintze, Parent
- Scott Poulsen, Parent

#### Excused:

### Meeting Minutes: Approved meeting minutes for October.

### Update on action items:

• Julie reviewed the net safety flyer

### **Internet Safety:**

- Discussion about net safety and using STEAM night to do quick 15-minute safety sessions for parents
- Decided against Parent Teacher Conferences (PTC), with the rationale that it isn't a great match with 2 separates sessions and Dual Language Immersion (DLI) families attending their sessions at a different time
- Council felt strongly that parents needed more supports on digital citizenship to educate and protect their children, particularly with the holidays approaching and potentially more handheld devices in the hands of our students

### Targeted goals for our SCC:

- Development of STEAM competencies for Silver Mesa's students and their families: 1). Prioritizing digital devices for purchase with funds from the job-a-thon, 2). Keeping internet safety and digital citizenship top of mind for parents, and 3). Supporting the STEAM night at Silver Mesa
- Community outreach about the work of the School Community Council in supporting Silver Mesa students and teachers, including proactive public relations focused on school goals, development of STEAM competencies, and emerging needs, for example the Canyons School Board's current plans for consolidation of bussing routes through adjusted start and end times at schools in the 2017 school year
- Supporting the Jog-a-Thon fundraiser

# For next meeting (December 7<sup>th</sup> @ 7:15 a.m., Sliver Mesa Library) topics for agenda:

- STEAM Night is January 17<sup>th</sup> thinking about bringing an engaging kid activity into the library so
  their parents can use the computer lab to attend an internet safety class. Rationale: last year
  the parent attendance at the internet safety session was low
- Businesses to reach out to for the Jog-a-thon

• Review Canyons District's School Board's vision statement

### Assignments:

November

- □ All members of the SCC will come to the next meeting (December 7<sup>th</sup>) with 2 ideas of businesses to reach out to for jog-a-thon donations
- Hollie will check with her contacts regarding a Lego robotics station or DNA station at the STEAM Night
- □ Hollie will prepare a blurb for the newsletter: SCC update link to minutes, STEAM night and internet safety "look what I found on your kid's phone"
- □ James is going to take copious notes when he sits down the tech folks to set up his daughters' phones that were recently purchased, he will then share with us his ideas of related topics for consideration in upcoming newsletters, Monday Minutes, and STEAM night
- □ James will contact Stacey Hamm to alert her to the SCC content that will be coming her way and confirm the deadlines for newsletter content
- □ Jill will explore a "passport" system for STEAM night to make sure folks are aware of what they can access specifically parents getting to the internet safety session
- □ **Julie** will add the November 28<sup>th</sup> Dual Language Immersion transition meeting (5<sup>th</sup> to 6<sup>th</sup> grade) to the school calendar
- Julie will ask PTA to do an activity with the Masterpiece Art booth at STEAM night
- Julie will start featuring internet safety items in the Monday Minute
- **Laurie** will sleuth out community offerings for parents on internet safety (e.g. local libraries)
- □ **Maria** will talk to Sally and Victoria about doing a booth at STEAM night to help parents set up internet safety on their in-home and hand-held devices
- □ Scott will find videos on-line about internet safety and how to manage safety settings on hand held devices for potential inclusion in newsletters and/or Monday Minute