Appendices STUDENT and FAMILY HANDBOOK 2022-2023

River Islands Technology Academy "COLLEGE BOUND"



River Islands Technology Academy 1175 Marina Dr. Lathrop, CA 95330 209-229-4700

Office Hours: 8:00 AM – 4:30 PM

Executive Director Brenda L. Scholl

Principal Aaron Colburn

Assistant Principal Randy Goodwin Alexandria Reeves

Appendix A Staff Roster

Last Name	First Name	Position	E-mail
Caetano	Lexie	Kindergarten	lcaetano@riacademies.net
Radke	Julie	Kindergarten	jradke@riacademies.net
Wilson	Carly	Kindergarten	cawilson@riacademies.net
English	Madison	First	menglish@riacademies.net
Stellini	Savannah	First	sstellini@riacademies.net
Namayan	Jezrelenn	First	inamayan@riacademies.net
Tillman	Tori	First	vtillman@riacademies.net
Gifford	Kristy	First	kgifford@riacademies.net
Brasfield	Dina	Second	dbrasfield@riacademies.net
Brooks	Christine	Second	cbrooks@riacademies.net
Duran	Morgan	Second	mduran@riacademies.net
Kelley	Amy	Second	amkelley@riacademies.net
Broussard	Margarita	Second	mbroussard@riacademies.net
Villegas	Deisy	Third	dvillegas@riacademies.net
Cook	Stephanie	Third	stcook@riacademies.net
Galicia	Breanna	Third	bgalacia@riacademies.net
Lindsey	Kellie	Third	klindsey@riacademies.net
Crawford	Taylor	Third	tcrawford@riacademies.net
Swanson	Nicole	Fourth	nswanson@riacademies.net
Schmidig	Kayla	Fourth	kschmidig@riacademies.net
Pini	Sosi	Fourth	spini@riacademies.net
Saberniak	Jessica	Fifth	ahansen@riacademies.net
Vaughan	Jordan	Fifth	ivinson@riacademies.net
МсСоу	Lisa	Fifth	lmccoy@riacademies.net
Marquez	Belinda	Fifth	bmarquez@riacademies.net
Anderson	Joshua	Middle School	janderson@riacademies.net
Bharadwaj	Sujalita	Middle School	sbharadwaj@riacademies.net
DeGroot	Megan	Middle School	mdegroot@riacademies.net

Fritz	Dennis	Middle School	dfritz@riacademies.net
Hansen	Araceli	Middle School	ahansen@riacademies.net
Heskett	Jarrett	Middle School	jheskett@riacademies.net
Hinrichs	Rebeca	Middle School	rhinrichs@riacademies.net
Lake	Breanna	Middle School	blake@riacademies.net
Miller	Ashlee	Middle School	amiller@riacademies.net
Neutze	Cynthia	Middle School	cneutze@riacademies.net
Torres- Unger	Morgan	Middle School	motorresunger@riacademies.net
Brown	Jeremy	Music	jebrown@riacademies.net
Adams	Katrina	Education Specialist	kaadams@riacademies.net
Thum	Hailee	Education Specialist	hthum@riacademies.net
Reis	Jennifer	Education Specialist	jreis@riacademies.net
Darbee	Melissa	Intervention Support	mdarbee@riacademies.net
Scholl	Brenda	Executive Director	bscholl@riacademies.net
Crippen	Michelle	Assistant Director of Academic Programs	mcrippen@riacademies.net
Colburn	Aaron	Principal	acolburn@riacademies.net
Goodwin	Randy	Assistant Principal	ragoodwin@riacademies.net
Reeves	Alexandria	Assistant Principal	areeves@riacademies.net
Condit	Kristen	Assistant Director of HR and Compliance	kwcondit@riacademies.net
Kreiger	Jessica	Compliance Coordinator	ikreiger@riacademies.net
Worth	Kirsten	Business and Operations Manager	kworth@riacademies.net
Johnson	Krista	IT/Data Support Specialist	kjohnson@riacademies.net
Pereira	Debbie	Office Technician	dpereira@riacademies.net
Garza	Monica	Office Technician	mgarza@riacademies.net
Silva	Veronica	Office Technician	vsilva@riacademies.net
Rivera	Angie	Office Technician	anrivera@riacademies.net

Appendix B BELL SCHEDULE

River Islands Technology Academy Bell Schedule 2022- 2023

Regular Schedule				
Kindergarten				
3:30 - 9:35	Class			
9:35 - 9:50	Recess			
9:50 - 11:15	Class			
11:15 - 11:55	Lunch			
11:55-1:00	Class			
1:00-1:10	Recess			
1:10-2:00	Class			
2:00-2:15	Recess			
2:15-3:00	Class			
	de 1			
3:30 - 9:35	Class			
9:35 - 9:50	Recess			
9:50 - 11:15	Class			
11:15 - 11:55	Lunch			
11:55 - 1:25	Class			
1:25 - 1:40	Recess			
1:40 - 3:00	Class			
	de 2			
3:30 - 9:55	Class			
9:55 - 10:10	Recess			
10:10 - 11:40	Class			
11:40 - 12:20	Lunch			
12:20 - 1:45	Class			
1:45 - 2:00	Recess			
2:00 - 3:00	Class			
	de 3			
3:30 - 9:55	Class			
9:55 - 10:10	Recess			
10:10 - 11:40	Class			
11:40 - 12:20	Lunch			
12:20 - 1:45	Class			
1:45 - 2:00	Recess			
2:00 - 3:00	Class			
	de 4			
3:30 - 10:15	Class			
10:15 - 10:30	Recess			
10:30 - 12:05 12:05 - 12:45	Class			
	Lunch			
12:45 - 2:05	Class			
2:05 - 2:15 2:15 - 3:15	Recess			
	de 5			
3:30 - 10:15 10:15 - 10:30	Class Recess			
	Class			
10:30 - 12:05 12:05 - 12:45				
	Lunch			
12:45 - 2:05	Class			
2:05 - 2:15	Recess			
2:15 - 3:15	Class			
	e 6/7/8			
3:30 - 9:30	Class			
9:30 - 10:30	Class			
10:30 - 10:45	Recess			
10:45 - 11:45	Class			
11:45 - 12:45	Class			
12:45 - 1:25	Lunch			
12:45- 1:05/ 1:05- 1:25	6th & 7th Café / Recess			
12:45- 1:05/ 1:05- 1:25	8th Recess / Café			
1:25 - 2:25	Class			
2:25 - 2:27	Passing Period			
2:27 - 3:15	Class			

Minimum Day Schedule Kindergarten				
9:35 - 9:50	Recess			
9:50 - 10:50	Class			
10:50 - 11:03	Recess			
11:03 - 12:00	Class			
	Grade 1			
3:30 - 9:35	Class			
9:35 - 9:50	Recess			
9:50 - 10:50	Class			
10:50 - 11:03	Recess			
11:03 - 12:00	Class			
	Grade 2			
3:30 - 9:55	Class			
9:55 - 10:10	Recess			
10:10 - 11:03	Class			
11:03 - 11:16	Recess			
11:16 - 12:00	Class			
	Grade 3			
3:30 - 9:55	Class			
9:55 - 10:10	Recess			
10:10 - 12:00	Class			
	Grade 4			
3:30 - 10:15	Class			
10:15 - 10:30	Recess			
10:30 - 12:10	Class			
	Grade 5			
8:30 - 10:15	Class			
10:15 - 10:30	Recess			
10:30 - 12:10	Class			
	Grade 6/7/8			
3:30 - 10:30	Class			
10:30 - 10:40	Recess			
10:40 - 12:10	Class			
	Friday Schedule			
	Grade 6/7/8			
3:30 - 8:55	0 Period			
3:55 - 9:50	Class			
9:50 - 10:30	Class			
10:30 - 10:45	Recess			
10:45 - 11:45	Class			
11:45 - 12:45	Class			
12:45 - 1:25	Lunch			
1:25 - 2:25	Character Counts/Class			
2:25-2:27	Passing Period			
2:27-3:15	Class			



Appendix C Uniform Policy

Uniforms

River Islands Technology Academy is a school of <u>choice</u> and requires that all students must comply with the school's uniform policy. Students who are not in uniform may be excluded from recess and parents will be notified. The staff does not want to spend time monitoring uniforms.

- Pullover jackets and sweatshirts are not allowed, except on Friday
- Jackets with writing over 2 inches example, Abercrombie, Old Navy, Nike are not allowed
- Uniform colors consist of Burgundy, Black, Grey, and White ONLY. Please consult the River Island Technology Academy website for details
- All uniforms (including shoes, sock, shoelaces, hats, and jackets) are to be school colors, clean, maintained, and appropriately sized. Uniforms are required Monday-Thursday
- Leggings must be in school color and worn under a uniform skirt. Leggings are not approved uniform pants.
- Uniforms must be purchased through a school-approved vendor, and the specific clothing must be school approved as well
- If a student is not in uniform, loaner may be given for the student to wear for the day
- If an item of clothing, hair, or accessory becomes a safety issue or a distraction from learning, the student may be asked to remove the article or substitute with something more appropriate
- All shorts, skirts, dresses, and pants may not sag and need to be an appropriate size so as to not expose a student's undergarments.
- Appropriate PE attire should be worn- attire that students may easily conduct any physical activity
- NO Crocs are allowed
- Administration reserves the right to determine which clothing is inappropriate and update the dress code as needed at any time
- Rolling backpacks are NOT allowed without medical documentation
- Please put your child's name on backpacks, coats, sweaters, etc...

<u>School Spirit Day - Friday</u>

Fridays will be the day River Islands Technology Academy shows their school spirit.

- On Friday students may wear:
 - 1) Uniform
 - 2) Spirit wear T-Shirt and River Islands Technology Academy sweatshirts
 - 3) College shirts and College sweatshirts
 - 4) Jeans at the waist, no holes. Acceptable jean colors are: blue, white, black, grey and River Islands Technology Academy burgundy
 - Pullover hoodie River Islands Technology Academy/College sweatshirts are only allowed on Fridays No other pull-over hoodies are allowed
 - 6) Shorts must be of the longer length, similar to the length of the uniform shorts
 - 7) Shoes must have a heel strap and be appropriate for a daily school activity. Shoe color is optional as long as it does not distract from the educational environment.

Note: No logos, Nike, Abercrombie, etc. larger than 2 inches.

The administration reserves the right to update the dress code as needed at any time.

Appendix D Site Specific Procedures



The school office is open Monday through Friday, 8:00 AM to 4:30 PM.



Breakfast will be served by food services in the Cafe beginning at 8:10 each morning.



<u>Raptor Roar</u>

The Raptor Roar is a digital newsletter and is one of the most important tools of communication between school and home. Our newsletter is sent home every month and includes general information of importance to our school as well as a calendar of upcoming events. The newsletter is also posted on our website (www.riacademies.net) and the RiAcademies App (available on your phone's app store).



School Colors and Mascot

Our school colors are burgundy, black, gray, and white. The school mascot is the Mighty Raptor!



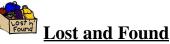
Parent Booster Club

Our Parent Booster Club sponsors many worthwhile activities throughout the year. The Booster Club fundraising and volunteer efforts help support programs such as field trips, assemblies, classroom materials, and much more. Enjoyable fundraising activities not only provide for the cost of educational activities but also provide a social atmosphere for getting acquainted with neighbors and school staff. The specific meeting dates, times, and topics are announced in the school website and the Raptor Roar. We are always open to new ideas and suggestions, and we welcome your support.

Student Volunteers



High school and college students are encouraged to volunteer at RiTechA. Students can volunteer for community service hours in many different ways. Please contact the school office for areas of need. When volunteering, please remember to follow school dress codes and cell phone policies. All students must be approved by the administration prior to volunteering.



Lost and found items are kept in the multipurpose room. Intermittent announcements are made throughout the trimester for lost and found "student pick up." We make announcements to remind students and families to look through the lost and found items. At the end of the school year, any unclaimed items will be donated to charity.



All children are encouraged to check out and take home books from the River Islands Technology Academy Library. We ask for your cooperation in seeing that your child takes care of these books and returns them by the due date.

- 1. Remind your child to have clean hands when reading books, to use a bookmark, and to turn the page from the upper right-hand corner.
- 2. Send damaged books to the school for repair. Please do not mend library books at home.
- 3. Help your child find a safe place for his/her library book that is out of reach of pets or younger siblings. Keep books away from all food and beverages.
- 4. <u>Remind your child to return books on time.</u> If books are not brought back the following week, your child will not be able to check out a book until all checked out books are returned or renewed.
- 5. In order to <u>renew a book</u>, your child **MUST** bring the book to the library to renew. Books will not be renewed if they are not in your child's possession on their library day.
- 6. <u>If books are damaged (beyond repair) or lost, you will be asked to pay for the book.</u> Books are expensive and with our newer collection, lost books will cost more to replace.
- 7. If a book is not returned or renewed after <u>two weeks</u>, your child will receive an <u>OVERDUE</u> <u>NOTIFICATION LETTER</u>. After the 4th week of a book not being returned or renewed, your child will receive a <u>BILL AND FINE</u> and will be asked to pay for the book replacement.
- 8. All bills must be settled by the last day of school in order to receive a Report Card.

<u>Accelerated Reader 1st – 5th Grade</u>

Accelerated Reader is a program designed to motivate students to read while allowing them to move at their own pace and level of ability. Students read books from a list of 150,000 Accelerated Reader titles and take a computerized test to check their comprehension. Incentives are based on points and students are recognized for reaching different levels of achievement in the program. Students who reach their trimester goal are able to participate in an AR Party and are awarded a brag tag for their accomplishments.

Awards

Awards are given to students each trimester at Trimester Awards Assemblies. There are a variety of awards that can be earned by students:

- PRIDE Awards are determined by the classroom teacher and are given to students for citizenship, academics, improvement, etc.
- Honor Roll Awards are presented to students in grades 3rd-8th:
 - o Bronze Honor Roll 3.0-3.5 GPA

- o Silver Honor Roll 3.6-3.9 GPA
- o Gold Honor Roll 4.0 GPA
- Academic Team Awards are given to students who participated in RiTechA Academic Competitions including; Pentathlon, Science Olympiad, Math Tournament, Spelling Bee, Drama, Music, Theater
- Sports Awards- Given to players of afterschool sports programs
- State Testing- Awards are given out each year for perfect scores on state testing
- Brag Tags are earned for a variety of things, i.e. Playing on a team, participating in school events, classroom activities, etc.
- Pins are presented to students for Pride Awards and Cumulative Awards. Pins may be saved and worn on graduation gowns during the 8th Grade Promotion Ceremony.



Responsible Use Agreements to be signed at the start of each school year:

I understand that the use of this electronic information resource is for educational purposes. I recognize River Islands Technology Academy has initiated reasonable safeguards to filter and monitor inappropriate materials. I understand that River Islands Technology Academy has taken steps to filter and monitor student access while on the River Islands Technology Academy network, it is impossible to filter all controversial materials. I further recognize that if my child does not abide by the terms and conditions of appropriate use that consequences will be instituted.

The parent/guardian shall agree to not hold the school responsible for materials acquired by the student on the system, for violations of copyright restrictions, users' mistakes or negligence or any costs incurred by users. When a device leaves River Islands Technology Academy, the device is filtered using a third-party program called GoGuardian. Parents must understand that not all content can be filtered, and some content deemed inappropriate may come through while not on campus. This then becomes the responsibility of the parent/guardian to monitor the internet usage.

I realize that by signing on the signature line, my child will be using Google Apps for Education and will be given an Educational Google Applications account and that the information being stored by this web tool, as well as others, might not reside on local servers. I grant permission for my child to use web tools and the Internet appropriate for education purposes, and am responsible for the safekeeping of the device, ie: replace lost or damaged devices.

Play Equipment Guidelines

Play Structures

Play with SAFETY in mind at all times. Students are always to walk in the playground equipment area. Those running will be removed from the area.

Parallel Bars:

- Only one student can swing across the bars at a time
- Students may not sit or stand on top of the bars
- Students on the ground are not to interfere with students on the bars

Slide:

- Students may only go down the slides seated on their bottom and facing forward
- They may not climb up the slides and may only use the slide one at a time

Tetherball Rules:

- Tetherball is a game for two opposing players
- The two players stand on opposite sides of the pole
- Do not crossover into your components designated area or you are OUT!
- Each player tries to hit the ball one way; one <u>clockwise and one counterclockwise</u>. Hitting with the fist or an open hand ONLY!
- The game ends when one player manages to wind the ball all the way around the pole so that it is stopped by the rope
- Winner must switch with another player after winning 2 rounds
- No throwing the ball
- No ropesies or boppies

Wall-Ball Rules

How to Play:

- 2 players at a time
- The game begins when one player serves the ball by hitting/throwing the ball against the wall
- The receiving player must let the ball hit the wall and bounce once before returning it
- The player can then return the ball by hitting it and reaching the wall in one bounce off the ground
- Play continues until the ball:
 - o Bounces on a line or outside the boundaries
 - o Hits the wall without bouncing off the ground
 - o Bounces twice before it is returned
- When a player stops the play, s/he goes to the end of the line and a new player comes into the game
- The remaining player is the server and begins the next game
- If you want to play you need to line up on the white outside line. The student closest to the wall is the next player to enter the game

Variations (for younger students):

• For lower skilled players, allow them to catch and return the ball

Four-Square Rules

Play: One player starts the game standing inside the server's square (1) by bounding the ball once and hitting it into the square. The ball must be hit with both hands at the same time. The ball must bounce only once, in a square before it is returned. A player, who misses the ball or fouls, must move to the end of the waiting line and allow another student to take their place. All other players move up in rotation CLOCKWISE. If there are no students waiting, the person may stay in play. The object of the game is to get another player out and move up to the server's square.

Fouls:

- Hitting the ball more than once prior to its return
- Failing to hit the ball with both hands at the same time
- Failing to hit the ball with open hands
- Catching or blocking the ball
- Bouncing the ball on a line or out of the court
- Failing to return the ball to another square
- Being hit by the ball

Penalty:

A player who commits any foul moves out of the square to the end of the waiting line.

Other Rules:

The first person waiting is the judge and decides on close plays. Maximum - 2 games in a row; no exceptions.

Basketball Rules

Everyone playing basketball should be considerate of others. There will be no foul language, pushing, or shoving. It is to be a friendly, non-competitive game. No score is kept.

Half-court: Only 10 students, divided evenly, can play at one time. If at any time more than 10 students wish to play basketball, the teams will need to divide and play half-court. If 10 or less are playing, then you may play full court.

You may not say, "You can't play." If you don't wish to play ball with a person who chooses to play, then you must find something else to do, even if he/she was there first. It's not a private court.

Man to Man Defense ONLY

5-second throw-in

Not Permitted:

- Double-teaming
- Zone defense
- Jewelry or open-toe shoes on the court
- Unsportsmanlike conduct
- Taunting
- Throwing elbows
- Fighting
- Swearing
- Arguing with the yard supervisor or teacher on duty
- Pushing

When the bell rings, the game ENDS.

Kickball Rules

Kickball is played with a rubber ball on a field with 4 bases arranged on the corners of a diamond-shaped "infield". The rules and player positions for kickball are closely related to those of baseball/softball. There is an "infield" and an "outfield". The infield contains the positions that involve the bases, while the outfield is mainly designated to catching or retrieving the ball when it is kicked out of the infield.

Actual playing positions vary depending on the number of children that are actually playing. If there are only a few children playing, the positions are usually spread out. If there are a good number of players, ideally children position themselves to cover the infield and the remaining students play the outfield.

The pitcher rolls a kickable ball (maximum of four times including foul balls) **(foul ball is kicked outside of the line through the home plate and either first or third base)** towards their catcher, the "kicker" kicks the ball with their foot, then runs to first base, becoming a runner.

A runner is out if any of the following conditions are met:

- The ball is caught on the fly from the kick, without hitting the ground first, the kicker is out (a fly out)
- In the case of a flyout, any runner already on base who attempts to advance before the ball is caught may themselves be counted out if the ball is returned to the base they were on before the ball was kicked
- A fielding player with the ball touches the base ahead of a runner who is forced to go to that base, because of an advancing runner behind him (a force out)
- A fielding player touches the runner directly with the ball while holding it (a tag out).
- "NO THROWING the BALL AT RUNNER"

Jump Rope Rules

- Jumping is allowed only in designated areas
- Jump ropes are to be used for jumping only no playing horse or tug of war
- If anyone is abusing the jump rope rules, their rope can be taken by a yard supervisor

Unless otherwise specified no footballs may be brought from home and the game of Football may only be played during P.E.

Soccer on the Lake Yard is not permitted

Tag is not permitted



Dismissal Procedures There are a variety of different dismissal locations on campus which include park and pick up gates, drive thru gates and students walking or biking home. Please inform the teacher of any changes to your student's dismissal location. Please note the following:

- Students must be accompanied by an adult in the parking lot
- Crosswalks must be used at all times
- No double parking
- Parking lot can not be used as a drive thru drop off, please use drive thru lane