



...Caught-You-Caring (CYC)...

We Care School game to begin growing a school Culture of Caring

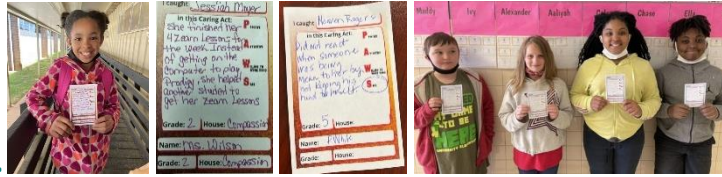
Caught-You-Caring (CYC) is a school-wide game to elevate the awareness and visibility of caring acts. The practice of observing and documenting caring acts cultivates an important leadership skill – seeing good in others. Observing, documenting caring acts on cards, and submitting in a ballot box provides a fun and measurable way to evaluate growth and impacts of a culture of caring. CYC is a starting point for creating pathways and pathfinder projects throughout the year that grow our school culture of caring as the foundation for learning and community.

...Game Field, Scoring and Celebrating Caring...

- Every student and teacher will be assigned to a ‘house’ or team of no more than 200 students. Each house will include students and teachers from each grade level. Include staff, parents and partners
- (Optional activity) Each grade level corridor will be named as a street and all classrooms on the street / corridor will represent one of the houses. Selected students from each house / classroom along a street / corridor will be trained as block leaders to encourage and connect student capacities to care. (peer to peer learning opportunity).
- Caught-You-Caring cards (4”x 6”) will be available in each classroom and at the office.
- Ballot boxes for each house will be in a corridor outside the school office, one for each house. Boxes will be identified with the We Care School logo and the graphic designed for each house.
- Cards have a place for the name of the person(s) committing a caring act, a place to describe the caring act, a place for the name of the student, teacher, other school staff or parents observing the caring act, and a place for the house name of the student, teacher or parent recording the caring act. Completed cards will be placed in the house ballot box of the person completing the form.
- Points will be assigned to houses of the person committing caring a act (1 point) and the observer documenting a caring act (5 points). Incentivize filling out cards as leadership skill development to see good in others. Review and document caring acts for metrics values. Points may also be combined with other activities such as points for service learning projects or other student led projects for community common good. Celebrate with periodic recognition activities and events.

...Student Roles...

- Students are encouraged to observe and describe caring acts to cultivate a leadership skill of seeing good in others - students, teachers, administrators, school staff (e.g., custodial & cafeteria), parents involved at school and partners while at school.
- CYC cards will be available from every teacher, para professional and the school office. Younger students are encouraged to seek assistance from a teacher, para professional or parent in completing the CYC card.
- Teacher selected students trained as “block leaders” will become encouragers of caring acts in their houses and on the streets / classroom corridors.



...Teacher Roles...

- Teachers have an important role in growing the school culture of caring as foundation for learning. Encouraging students to observe and describe caring acts as well as occasionally discussing outcomes or patterns of change resulting from acts of caring will inspire students and other educators.
- Locating CYC cards in the classroom where students see or walk by the cards is a reminder. When appropriate during class, mentioning the cards or asking students if they observed anyone committing a caring act will assist in making caring a priority.
- Younger students will need assistance completing the card. Teacher, para professional or parents could help. Perhaps help with cards could come from older students coordinated with teachers of older students in the same house.

...Administration Roles...

- Administrators can check with teachers and keep them supplied with CYC cards and check on progress, new ideas emerging from the CYC game, or questions / issues that arise.
- Administrators can find ways to promote the culture of caring through announcements, banners, incentives and other means to encourage students and teachers. Administrators are house members.
- Collecting data, scoring points and documenting caring acts provides information to measure, analyze and evaluate CYC progress and outcomes.
- Administrators can provide inspirational and informational messaging and mini-lessons for teachers and parents to encourage students in creating a culture of caring. Keep it fun and inspiring for all.

...Parent Roles...

- Parents can play a role in assisting students with completing CYC cards.
- Parents that volunteer at school can complete cards as a member of the house where they volunteer.
- Perhaps parents can be encouraged to play the game with family & on the block where they live.

...Para Professionals and UES Staff...

- All school Para Professionals and Staff are encouraged to participate in CYC to grow and be part of co-creating the school Culture of Caring.
- Your caring acts may be noted by others just as you may, if you are assigned a house, catch someone caring. You may also assist students in completing CYC cards.

...Partner Roles...

- Partners can play a role in sponsoring caring celebration events or providing incentives.
- Partner employees volunteering on campus can participate as a house member where they volunteer