## PLF Plan 2025-2026





**Goal 1: SCHOOL CULTURE** - To improve school culture through increased sense of safety, agency, sense of community and sense of belonging in our school.

Goal 2: NUMERACY - Students will become more confidently numerate.

## **STRATEGIES**

## **Goal 1: School Culture**

Focus on teachings of Circle of Security - Classroom training (complete in 2025) as well as Restorative Practice focus during PLFs while ensuring opportunities for CUPE staff to be included as well

Expansion of PBIS (aligned with LIM)

- Continued qualitative tracking of office referrals with focus on specific nature of incident (ex: bullying, racism, discrimination) and being responsive to individual student needs
- Explicit teaching of behaviour expectations (ex: slideshows, videos, posters) including online environment
- Establish system for positive behaviour reinforcement

Concentration on (re)building school pride, identity and community

- Opportunities for connection built in to daily routines and structures (ex: Throwback Thursday, Flyer Fridays, Spirit Weeks/Days, assemblies, families nights)
- Reestablishment of student council/student lighthouse
- Expansion of school-based leadership groups
- Continuation of active staff Action Teams created this school year
- Staff Leadership Sign Up at the beginning of the year
- Étoile de Français recognition each month to encourage engagement in French language learning and Semaine de la Francophonie to celebrate and promote French Culture

## **Goal 2: Numeracy**

Build in a cadence of focused collaborative time for staff to address gaps in student learning and teacher practice with emphasis on:

- Continuing to explore new curriculum and relevant resources
- Grade level partner numeracy year plan creation
- Cocreation of common assessment practices amongst grade level partners
- Provide PD on how to deliver "just-in-time" support brief, focused instruction on prior concepts when new ones build directly on them
- Numeracy Coordinator support
- Employing numeracy focus during PLFs

Incorporation of diverse resources, activities & assessments to support student learning of new curriculum as well as increase opportunities for hands-on learning, engagement and enjoyment in Math

- Reflex and Frax Math
- Implementation of daily number routines such as number talks and estimation challenges
- Expand integration of math manipulatives and board games
- Strategic groupings across grade levels to support numeracy development (ex: Math Buddies)
- School-wide numeracy development time within school schedule
- Numeracy focus in existing school based activities and extracurriculars (board game night, etc.)
- Continue to explore the gamification of Math (both digitally and physical mediums)
- Creation of cross-curricular projects to deliver math in more meaningful ways
- Build stamina in problem solving through a scaffolded approach

75 minutes	Division Collaborative Time	
30 minutes	Division Initiative Time	
90 minutes	Teacher-Driven Collaborative Implementation	

PLF 1	60 minutes	Mental Health Learning	Book Study: Regulation and Co-Regulation (8 sessions) by Ginger Healy  • Chapter 1: The Neuroscience of Regulation
Sept 12	90 minutes	School-Based Staff Collaboration	<ul> <li>Staff Leadership Sign Up, Action team Sign Up and Meeting</li> <li>Collaboration of Numeracy Year Plans and Implementation of Daily Number Routines</li> </ul>
PLF 2	60 minutes	Mental Health Learning	Chapter 2: The Regulation Cycle
Sept 26	90 minutes	School-Based Staff Collaboration	<ul> <li>PBIS Review (45 mins)</li> <li>Action Team Meetings (45 mins)</li> </ul>
PLF 3	60 minutes	Mental Health Learning	Chapter 3: Understanding Co-Regulation
Oct 10	90 minutes	School-Based Staff Collaboration	Shannon Dubé : Just-in-Time Support

PLF 4	60 minutes	Mental Health Learning	Chapter 4: Bottom-Up vs. Top-Down Strategies and Implementation
Nov 21	90 minutes	School-Based Staff Collaboration	Shannon Dubé : Problem Solving Stamina
PLF 5	60 minutes	Mental Health Learning	Chapter 5: You Are the Strategy
Dec 5	90 minutes	School-Based Staff Collaboration	Discussion on School Wide Numeracy Time for Semester 2 - Organization and Planning
PLF 6	60 minutes	Mental Health Learning	Chapter 6: Practical Ways To Create Calming Spaces
Dec 19	90 minutes	School-Based Staff Collaboration	School Culture Activity - Team building (FNMI Focus)
PLF 7	60 minutes	Mental Health Learning	Chapter 7: Supporting Yourself and Avoiding Burnout
Jan 16	90 minutes	School-Based Staff Collaboration	School Collaboration on School Wide Numeracy Time - Content
PLF 8	60 minutes	Mental Health Learning	Chapter 8: Supporting Parents, Caregivers, and Families
Feb 13	90 minutes	School-Based Staff Collaboration	<ul> <li>Action Team Collaboration for Semester 2 - Semaine de la Francophonie, Multicultural Potluck, School Spirit Activities</li> </ul>
PLF 9	60 minutes	Mental Health Learning	Video series : The Neurosequential Model by Dr. Bruce Perry (5 Episodes)  ■ Episode 1: The Neurosequential Model
March 13	90 minutes	School-Based Staff Collaboration	<ul> <li>Book study: Performance Tasks and Rubrics (Early and Upper Elementary) by         Charlotte Danielson (learning and discussion)</li> <li>Collaboration on performance tasks and rubrics (content creation)</li> </ul>

PLF 10	60 minutes	Mental Health Learning	Episode 2: How Stress Impacts Brain Function
Mar 27	90 minutes	School-Based Staff Collaboration	<ul> <li>Book study: Performance Tasks and Rubrics (Early and Upper Elementary) by Charlotte Danielson (learning and discussion)</li> <li>Collaboration on performance tasks and rubrics (content creation)</li> </ul>
PLF 11	60 minutes	Mental Health Learning	Episode 3: The Power of Connection
April 24	90 minutes	School-Based Staff Collaboration	Action Team Meetings - Year end wrap up and discussion
PLF 12	60 minutes	Mental Health Learning	Episode 4: Regulating Yourself and Your Classroom
May 29	90 minutes	School-Based Staff Collaboration	Using Math Games With Bad Drawings and Math Fact Fluency continue discussion and creation of school wide resources for the gamification of math and game-based learning.
PLF 13	60 minutes	Mental Health Learning	Episode 5: Educator Strategies for the Classroom
June 5	90 minutes	School-Based Staff Collaboration	Using Math Games With Bad Drawings and Math Fact Fluency continue discussion and creation of school wide resources for the gamification of math and game- based learning.