



REACH SCHOOL, INC.
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BUCKSPORT, MAINE
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SINCE 1987

Information regarding REACH School, Inc.

1. MISSION – REACH School is a private nonprofit alternative middle/high school designed to meet the needs of those who can't or won't find success in the traditional school setting.
2. REACH School is tax exempt under the 501 (c) (3) designation.
3. Reach School was established in 1987.
4. Offers an alternative education for grades 7 through 12.
5. Since 1987, 371 students have been enrolled.
6. The 2016 – 2017 school year makes a 30 year anniversary.
7. Reasons students attend REACH School:
 - * Tolerance toward differences
 - * No tolerance for bullying
 - * Small group setting
 - * Low teacher/student ratio
 - * Promotes individual expression
 - * Reverence for nature
 - * "Family" atmosphere
 - * Admission requires clean substance test
 - * Encourages artistic expression
 - * Less "drama"
 - * Outdoors every day
 - * Respect for each other
 - * Everyone has value and worth
 - * Nurtures a questing frame of mind
8. Focus:
 - * Academic success
 - * Responsibility
 - * Honesty
 - * Respect
 - * Accountability
 - * Bravery
9. Each student completes 10 hours of community service each year outside of school hours.
10. Once enrolled, 94% of all students stay at REACH School.

REACH School Attendance Policy

STUDENTS ARE expected to attend school and be on time every day. If a student is absent or tardy, a phone call is expected that day and note from a parent/guardian is required for the day of return.

ACTION: If no note and/or call is received the student will lose all points for the next day attended.

POLICY: Students may have up to four (4) excused absences each quarter. After four (4) excused absences, students will lose points for retuning days. Special circumstances will be evaluated on an individual basis.

NOTES:

- * No points are given for days absent from school.
- * Unexcused absences result in loss of points for the day of return.
- * Make up work is expected. The make-up work must be done before 8:00 AM on the last day of the week.
- * If tardy, a student may make up time after school and then receive the day's points.
- * Working on a class after school constitutes make-up time.
- * Excessive absences and/or tardies may result in time scheduled after school.
- * Four tardies in one quarter result in suspension of lunch privileges for a week.
- * If a student has attended every day for the first 3 quarters, h/she is allowed, with parents' permission, to chose a school day to take off will full points awarded.

Notes on the rational for the importance of good attendance

What do we value?

Expectations -

- * Expect 100% compliance
- * Do not reward mediocre effort
- * Reward exceptional attendance (free day)

Kohlberg

- * Do the right thing because it's the right thing to do.

Model good attendance

Breaking poor attendance habit

Unless students become independently wealthy, they will probably have jobs.

- * Employers don't care how smart the workers are.
- * Employers don't care how creative the workers are.
- * Employers don't care how attractive the workers are.

Employer want workers to show up every day on time and demonstrate a positive work ethic.

Work Ethic

1. Show up every day on time.
2. Be prepared. Physically, Emotionally, etc.
3. Anticipate the next phase of the job responsibility.

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Physical Education at REACH School

General –

- ** Teacher picks teams – never captains
- ** Score is rarely kept
- ** Everyone get a turn (Quarterback each down, pitcher each inning, etc.)
- ** Can't choose the same activity twice in one week
- ** Players are encouraged to include everyone and use the whole team
- ** Teacher chooses every Monday, individuals choose following days according to the class list

1. Volleyball Baseball – softball with a volleyball

- * Same rules as Baseball, Softball etc.
- * Can throw ball at runner to get out
- * No strikes

2. Twang Ball

- * Softball with tennis racket and tennis ball
- * Can throw ball at runner to get out
- * No strikes

3. Softball with squishy ball

- * Softball rules – Cannot throw ball at the runner.

4. Ultimate Frisbee

- * Two teams
- * Must throw Friz
- * Once caught, runner can only take 3 steps
- * Defender must give 10 foot buffer
- * Cannot hand off
- * Dropped Friz goes to the team who didn't touch it last
- * If two players catch simultaneously, possession is awarded to the team who already has possession

5. Ultimate anything (ex. Football, volleyball, wobbly ball, etc.)

- * Same rules as Ultimate Frisbee

6. Death Ball

- * Every player for themselves

12. Snowball Gauntlet & War

- * Players line up in two facing lines
- * One at a time, volunteers run the gauntlet (between facing lines)
- * Lines can throw snowballs at runner as soon as they start running until they reach the finish line
- * War is much like Death Ball
- * Once hit, players are out
- * New game begins when there is one survivor
- * Must use a snowball, no "shotgun sprays"

13. Volleyball

- * Traditional, usually score is kept
- * Server gets extra try if first is bad
- * Server may serve from anywhere

14. Touch Football

- * Two teams
- * All pass
- * No rushing
- * 3 complete passes = first down
- * Fumbles are dead where they land
- * Laterals are acceptable
- * Q may lateral to a player who may then pass

15. Soccer

- * Traditional
- * When using cones, ball must not exceed the height of the goalie's outstretched hand

16. Frisbee Football

- * Same as Football, except using a Frisbee

17. Sledding

18. Bang Ball

- * Players line up against Baseball backstop
- * One player, using a racket ball racket and LIGHT foam ball tries to hit every player
- * If ball is caught, the catcher becomes the new hitter
- * Hitter wins when players have all been hit
- * Ball kills multiple times

19. Woods Walk

20. Kickball

21. Frisbee Golf

- * Each student has a Frisbee
- * One player identifies a target (hole)
- * Everyone attempts to hit the target in as few throws as possible

Physical Education at REACH School

1. Volleyball Baseball – softball with a volleyball (can throw ball to get out)
2. Twang Ball – softball with a tennis racket and ball (can throw to get out)
3. Softball with squishy ball (cannot throw at runners)
4. Ultimate Frisbee
5. Ultimate anything (ex. Football, volleyball, wobbly ball, etc.)
6. Death Ball
7. Medic Ball
8. Templars and Assassins
9. Ball Tag
10. Zombie Tag
11. Buffalo
12. Snowball Gauntlet & War
13. Volleyball
14. Touch Football
15. Soccer
16. Frisbee Football
17. Sledding
18. Bang Ball
19. Woods Walk
20. Kickball
21. Frisbee Golf
22. 500
23. Earth Ball
24. Capture the Flag
25. Snow Cave/Sculpture
- 26.