



SUN Community School Profile 2015

Dexter McCarty Middle School

Lead Agency: Metropolitan Family Service

Service Area & Target Groups/Focus

Children, adults and families who are homeless, living in poverty and/or at risk of academic failure – primarily from school neighborhood, but services are open to anyone.

School Population: 554 students; Grades 6-8; 65% Free and Reduced Lunch;
44% Students of Color (African American 2%, Asian 2%, American Indian/AK Native 1%,
Hispanic 33%, Native Hawaiian/Pacific Islander <1%, Multiple Race 5%, White 56%)

Core Services

Extended-Day Activities (children and adults)

Academic Support

Math, science and language arts tutoring
Homework Academy
Reading Assistance
Open Computer Lab
AVID tutoring sessions
STEM classes focusing on science, technology, engineering and math

Recreation

McCarty Magic Dance Team
Wrestling League/Class
Soccer League
Volleyball
Basketball
Exercise Camp
Open Gym

Summer Programs

4 week Summer Program offering academic, enrichment, recreation and team-building classes

Enrichment

Chess Club
Minecraft (STEM based computer game)
Sketching and Doodling Art Class
Painting
Craft classes
Film Appreciation
McCarty Community School Garden
LEGO Robotics
Animation & Design
Musicians in the Making
Photography

Empowerment/Skill-Building

STEM courses:
LEGO Robotics Team (designing and engineering Lego robots to participate in tournaments),
Minecraft (building technology and computer skills)
Chess Club
Project Elf (student led community service team)

Mentoring

AVID peer mentors
1:1 support for students with special needs
Gresham high school Mentors

Youth Leadership/Involvement

Service learning classes
Student-led community involvement classes
Youth leadership team to plan afterschool events for the community
LEGO Robotics Team

Adult Education

Adult ESL Classes
Exceptional Learners

Community/Cultural Events

Halloween Festival
Holiday Cultural Festival
Family Game Night
SUN Spring Preview STEM Night

Family Education & Engagement

Daily communication with parents; School-wide parent meetings and activities
STEM Family Night, Jazz Band Parent Night, McCarty Magic Dance Team Night

System Coordination, Service Integration & Site Management

Recruitment & connection of students & families with services; development of referral system
SUN CS Advisory Body (school staff, parents, students, and partner agencies)

Partner Meetings

Student Staffing Meetings

Site Management in Out-of-School Time

Partner and Resource Development

26 Community Agency Partners

20 Business Partners

126.5 volunteer hours contributed

\$29,735 leveraged in cash & in-kind donations

Evaluation

Outputs

337 youth served

45% students of color

37% identified as being “at risk of academic failure”

50% qualified for free and reduced lunch

19 adults served

2,086 people served in non-enrollment events
(family educational nights, cultural fairs, etc.)

Outcomes

78% of students increased benchmark scores in Reading *

67% of students increased benchmark scores in Math *

Average daily attendance of SUN CS students was **90%**

***due to changes in state testing these numbers are not available for this year**

SUN Spotlight

“Be LEGO Smart – Be the FUTURE” is the message of the popular children’s (and adult) building blocks. Dexter McCarty students are getting the opportunity to build and “Be the FUTURE” in the Oregon First Student LEGO Robotics Tournament. Ten students from sixth through eighth grade make up the McCarty Hornets LEGO Robotics Team, currently meeting weekly to engineer and prepare for the 2014 winter tournament, held throughout the Portland metro area

The Hornets, using LEGO Mindstorm Technology, will work as scientists and engineers, working through LEGO lessons to build and explore motorized mechanisms. The teams is challenged through a series of lessons that integrate science, technology, engineering, and math concepts that promote creative problem solving, communication and teamwork.

The LEGO Robotics Tournament is part of the LEGO Education series, a program offered to inspire students of all ages to continual learning through fun and engaging platforms. Whether students take first or last place at the Tournament makes no difference. All students will have succeeded in building and engineering something they might never have had the opportunity to do, all while having fun and learning.