

**MPETA – SAG**  
**November 2007**

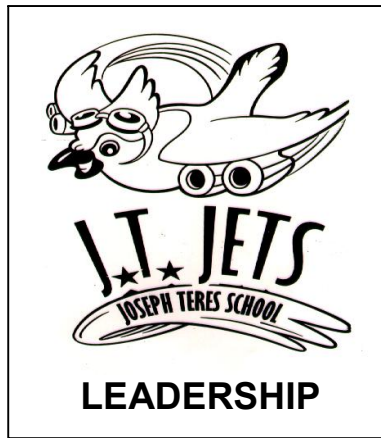
**Introduction to  
an Elementary  
Leadership  
Program**

**Session Handouts**

**(Note - Do NOT print a copy. Not required at  
session. For your future reference only)**

**David Markham**

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Welcome to the Leadership Program at Joseph Teres. This is a capacity building club where participants will develop skills they can use life-long.

The Leadership Club will meet each Monday from 3:30 – 4:30. Patrols can join in after post. Each meeting will consist of a team building exercise, business and training.

The Leadership Club runs many events around the school including the intramural program. They are the patrols that cross students safely to and from school. They run the school canteen and work at many other monitor positions throughout the school. It is also a decision-making body that takes on projects in the school and community.

Leadership students are invited on some out-of-school excursions as thanks for their dedication and commitment to enhancing the Joseph Teres School environment. These include trips to Roller Skating, Water Slides and our popular Leadership Camp at Red Rock. Information forms will be sent home prior to all of these excursions.

Leadership students are expected to be positive role models in and out of the school environment. They are often placed in a position of responsibility and trust and therefore must be reliable upstanding citizens.

Leadership students must earn their way to the year-end camp by being active and responsible Leadership Club members. Students will earn points for each day they are patrolling and times they work as monitors in other school programs. Students are to earn 125 points to reach the goal of going to camp.

Leadership members who miss, are late, or do not perform their duties will lose points. Points will be posted after each 2 week cycle on the gym bulletin board.

Leadership students are expected to participate in all aspects of leadership including patrolling. Students who opt out of leadership must do so in its entirety and will not be invited to leadership activities (movies, wheelies, waterslides, camp etc).

A Leadership student may be put on PROBATION for not following school rules; not performing their Leadership responsibilities; and/or if they are having difficulty balancing schoolwork and Leadership responsibilities. PROBATION means the person in question may remain in Leadership pending a trial evaluation period:

1. First Offense - a one-week trial period where the student must demonstrate improvement.
2. Second Offense – a two-week probation period and exemption from next leadership activity.
3. Third Offense – Suspension

SUSPENSION is immediately given to those Leadership students who have exhibited more serious behaviors (e.g. violent, physically aggressive and/or threatening) or have not rectified their behaviour associated with PROBATION. Students on probation who have not improved or demonstrated positive school-wide behaviour expectations will be suspended. Suspended students are removed from the program.

Parents will be notified of all disciplinary action by means of a letter that must be signed and returned.



## ***NOTICE OF DISCIPLINARY ACTION***

TO THE PARENTS OF: \_\_\_\_\_ Rm. \_\_\_\_\_  
DATE: \_\_\_\_\_

Your child has been placed on PROBATION / SUSPENSION from Leadership for the following reason(s):

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This is your child's \_\_\_\_\_ offense requiring disciplinary action.

Leadership students are expected to be positive role models in and out of the school environment. They are often placed in a position of responsibility and trust and therefore must be reliable upstanding citizens.

A Leadership student may be put on PROBATION for not following school-wide behaviour expectations; not performing their Leadership responsibilities; and/or if they are having difficulty balancing schoolwork and Leadership responsibilities. PROBATION means the person in question may remain in Leadership pending a trial evaluation period:

4. First Offense - a one-week trial period where the student must demonstrate improvement.
5. Second Offense – a two-week probation period and exemption from next leadership activity.
6. Third Offense – Suspension

SUSPENSION is immediately given to those Leadership students who have exhibited more serious behaviors (e.g. violent, physically aggressive and/or threatening) or have not rectified their behaviour associated with PROBATION.

*See Back>*

Students on probation who have not improved or demonstrated positive school-wide behaviour expectations will be suspended. Suspended students are removed from the program.

After probationary periods the student in question will meet with the reporting teacher to discuss the future.

Parents will be notified of all disciplinary action by means of a letter that must be signed and returned. Please sign and have this letter returned to the homeroom teacher.

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Teacher Signature

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Parent Signature

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Student Signature

Cc:  
School Administration  
Grade 5 Teaching Team  
Mr. Markham

## Leadership Group Assignment

### Create an Active Activity -

#### Objectives:

- Create an active fitness/health oriented activity suitable for an elementary grade class (20 - 30 kids) in a gym setting.
- Work on personal skills of communication, participation and collaboration in a group situation.

#### Stages:

1. Introductions - be sure everyone knows the other group members names.
2. Select a person to be the recorder to write notes.
3. Select a person to be the facilitator - keep the discussion moving and give all group members an opportunity to speak. Be sure your group is inclusive.
4. Brainstorm ideas and record.
5. Democratically decide the idea to best develop.
6. Create the rules and procedures for your activity.
7. Create or gather the required equipment.
8. Decide who will play what roles in the presentation of this activity to the leadership club.

## Brainstorming Page

Remember that all ideas are valid ideas. Write them all down. Give each idea a name and write a brief description.

1. \_\_\_\_\_ :

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2. \_\_\_\_\_ :

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3. \_\_\_\_\_ :

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4. \_\_\_\_\_ :

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5. \_\_\_\_\_ :

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6. \_\_\_\_\_ :

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7. \_\_\_\_\_ :

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Names of the individuals in my group:

_____	_____	_____
_____	_____	_____

## **DUTIES OF THE ROVING CAPTAIN**

The Roving Captain has the responsibility of going from post to post to check on the patrols to see if they are doing their duty appropriately. The things the Roving Captain should be looking for are:

1. Is the patrol on time or on duty at all?
2. Is the patrol wearing the uniform (vest) and prepared?
3. Is the patrol observed doing their job correctly?

The Roving Captain is not to remain at any one post for very long. He or she has to move around to check on several posts during each duty time.

It is not possible to check on all 10 posts during each duty time, so it would be a good idea to divide up the checking and do the posts at the front side of the school one time and the back side of the school another time during the day.

The Roving Captain should make notes only on those situations that are mentioned above, using a bit of kindness in all situations. Remember, those of you who have the job of Roving Captain are also on regular patrol duty every few weeks, and you should treat all your patrol partners as you would want to be treated.

**ON THE RECORD SHEET PLEASE RECORD A SCORE OF 0 – 3 FOR EACH PATROL’S PERFORMANCE based on observed criteria listed above.**

- 0 – Absent
- 1 – Not yet within expectations (1 of 3 criteria)
- 2 – Minimally meeting expectations (2 of 3 criteria)
- 3 – Fully meeting expectations (3 of 3 criteria)

# SR Team Building

## Empathy Scenarios

Work with equation FEEL + NEED. Have all in your group offer how they would feel in this situation and then ask what you will need to make it better.

How do you feel when:

1. I'm at a birthday party where I don't know anybody except the person celebrating and they're too busy to pay me attention...
2. I'm continually the last person to be picked on a team and some of the kids are whispering not to pick me...
3. I accidentally ripped my pants and my underwear is showing. I feel...
4. There's one guy in my class who all the kids seem afraid to stand up to. He has been elbowing me every time he passes me in the hall or in the bathroom when nobody is looking.

## **LEADERSHIP MONITOR POSITION**

### **CANTEEN**

This can be a difficult task. It is best if you are good at simple mathematics and are familiar with money. There is a certain degree of accounting to do in this job. If you are not sure about anything, use the calculator, or ask - never, never guess.

#### PREPARING TO OPEN:

1. Get the key from the office when the patrol bell rings.
2. Get the collection envelope from Mr.Markham's office.
3. Put water on to boil for soup.
4. Be sure there are milk, juice and water in the fridge ready to sell.
5. Be sure there are enough Pizza Pops in the freezer. Get more from Health Room as required.
6. Take the money tray from the cupboard and set up on the back counter. There should be a float already in the tray.
7. Have the calculator ready by the money tray.
8. Be sure the Rice Krispie squares are displayed
9. Open the canteen sliding door.

#### WHEN OPEN:

1. Serve people in order.
2. Ask customers if you can help them.
3. Take their order and their money.
4. Pick up the items they ordered and then go to the money tray to collect change. Do not put the money in the tray until the change is figured. Use the calculator if you are not sure. TAKE YOUR TIME TO DO IT PROPERLY.
5. Give the items and change to the customer. Tell them how much change you are giving back.
6. Always take care of your own customers only.
7. Somebody always has to be in the canteen when the doors are open.
8. Look professional. Do not sit on counters.

9. Start to eat your own lunch when no customers appear. Stay open till 12:05.

10. Do not touch Pizza Pops with your bare hands. Cook 1  $\frac{1}{2}$  min. in microwave (2 minutes

for 2 pizza pops). Chimichangas need 2 minutes in the microwave (or 2  $\frac{1}{2}$  minutes for 2) . When a Pizza Pop is ordered by your customer, put a frozen one on a plate and put it in the oven or beside the oven (if already being used) and then ask your customer to wait at the side door (Hot Food pick-up window)

**AFTER CLOSING:**

1. Finish your lunch

2. Count the money and put the total on the deposit envelope (not including float).

3. Leave \$3 of quarters and \$5 of loonies for a change float for the next day.

4. Turn the deposit envelope into the office when you return key.

5. Be sure all refrigerated items are in the fridge.

6. Restock all items being sure to rotate all stocks.

7. If you are short of any merchandise inform Mr. Markham so he can order more.

8. Clean the counters. Pick up all garbage.

9. Shut off the lights, lock the door and return the keys to the office.

10. Head outside for the remainder of recess.

## LEADERSHIP CANTEEN TEST

NAME: \_\_\_\_\_

*Information:*

<i>Chips 1 .00</i>	<i>Water .75</i>
<i>Five Alive 1.00</i>	<i>Ice Cream Sandwich 1.00</i>
<i>Juice .75</i>	<i>Milk .75</i>
<i>Rice Krispie .50</i>	<i>Pizza Pop 1.50</i>

1. Joe buys two juice off you and gives you two loonies. What coin(s) will you give him in return? \_\_\_\_\_.
2. Fill in the blanks \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \$3.00, \$3.75, \$4.50 ...
3. Susan buys a pizza pop, two bags of chips and one milk. She gives you a \$5.00 bill. What coins will you give her in return? \_\_\_\_\_
4. Fill in the blanks \_\_\_\_\_, \$1.50, \_\_\_\_\_, \$3.00, \_\_\_\_\_...
5. Fill in the blanks
  - One chip & one juice = \_\_\_\_\_
  - two chip & one water = \_\_\_\_\_
  - Two chip, 2 Pizza Pops & two juice = \_\_\_\_\_
  - Two chips & two juice = \_\_\_\_\_
  - Pizza Pop, Rice Krispie & two juice = \_\_\_\_\_
6. Fill in the blanks

PRODUCT PURCHASED	TOTAL SALE	MONEY GIVEN BY CUSTOMER	CHANGE GIVEN
1 Chip & 1 Milk		2.00	
1 Milk & 1 Juice			.50
2 Juice & 2 Chips		10.00	
	.50	1.00	
3 Chips			2.00
	2.50	4.00	
1 Juice & 2 Chips		5.00	
	2.25	5.00	
2 Juice & 1 Chip		2.50	

**LEADERSHIP REF TEST - FLOOR HOCKEY**

NAME : \_\_\_\_\_ RM.# \_\_\_\_\_

True or False (circle the correct answer):

- T     F     A ball cannot ricochet off the wall and go into the net.
- T     F     Refs are expected to rinse the whistles after each game.
- T     F     Penalties will last for a period of 1 minute.
- T     F     If a player swears at the ref the ref should yell back.
- T     F     There are 4 face off areas on the playing floor.
- T     F     When you witness a penalty you must wait till the infracting team gets possession of the ball before whistling the play dead.
- T     F     A player may touch the ball in the goalies crease if the goalie is not near the ball and the ball is not moving towards the net.
- T     F     At each face off in the middle of the floor the center men (women) and wingers must be at the line.
- T     F     A player is assessed a high sticking penalty when their stick is raised above their head.
- T     F     If a goal is scored on a team who has a player in the penalty box the player may enter the game immediately.

MULTIPLE CHOICE - Circle the best answer

When the ball goes outside of the playing area the ref should :

- a) Whistle the play dead and give the ball to the team who last touched it.
- b) Whistle the ball dead and have a face off at the nearest face off spot.
- c) Assess a penalty to the player who shot it out of bounds.

When a face off takes place deep in a zone (ie. not on the center line) :

- a) The centermen and wingers must be lined up in proper formation.
- b) A defenseman and a winger will take the face off.
- c) Only the centermen are involved in the face off formation.

If a ball is grabbed and thrown by a player on team A :

- a) A penalty is assessed and a face off takes place where it happened.
- b) It is allowed so nothing happens. Play goes on.
- c) A face off takes place where it happened.

Goalies are allowed to grab the ball and :

- a) can throw the ball down the court.
- b) can toss it anywhere up to the center line.
- c) can shoot it away or toss it to the side of the net.

### LONG ANSWER

Name three situations where you would assess a penalty? /3

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A penalty shot may be awarded when this happens: /1

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If you witness extreme rough play (worthy of more than a 1 minute penalty) what should you do? / 1

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After a goal is scored how is the ball put back in to play? / 1

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Describe the rules surrounding the crease area? / 1

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Name 6 things the referees must do in the gym to prepare for an intramural game: /6

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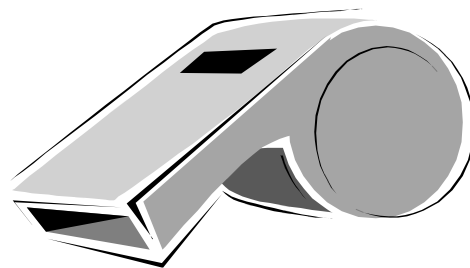


*Please use back to draw diagrams (if required) to assist the description.*

*Hand into Mr. Markham one day before next leadership meeting or sooner.*

# ELEMENTARY TEAM HANDBALL BASIC RULES

- 5 court players and one goalie per team or less. Minimum players – 3.
- The game begins with a throw-off. Decide which team starts by having a representative from each team do rock, paper, scissors. The throw-off takes place at the center line where a team passes the ball to the right or left to start the game. The defensive team must stand three steps back and cannot intercept a throw-off.
- The ball is played with the hands. The ball may touch other body parts, but not the feet - this results in an indirect free throw for the other team from the point of infraction.
- The goalkeeper can use any part of their body to stop the ball providing they are in the goal area.
- The ball may be held for three seconds and/or three steps. Four seconds or steps equals an indirect free throw for the other team at the point of infraction.
- After a goal is scored the team scored on will start the game with a throw-off from center.
- If the ball hits the wall behind the net & crease area it automatically becomes a goalie ball. If it hits the net or goalie and deflects out it is still in play.
- A goal may not be scored when any offensive team player is in the crease.
- A defensive player may not block a ball inside their own crease. Only the goalie can stop shots on goal. If this happens a direct free throw will be awarded to the defending team.
- A player may not strike a ball from another players hand. Defensive players must stand one meter back with their hands up.
- Body contact: a player may stand their ground to prevent an attacker from breaking through the defense - but they may not run into a player.
- A penalty shot or direct free throw is awarded to a team infringed upon when they have a clear chance of scoring.
- During a penalty shot all players must stand behind center aside from the goalie and player shooting. The penalty shot must be taken from behind the red line.
- When two player from opposite teams contact the ball at precisely the same time have a tip-off at the point it happened.



**ELEMENTARY TEAM HANDBALL INTRAMURALS**

**LEADERSHIP REF TEST**

Name : \_\_\_\_\_

Match -

- |                                       |       |                                     |
|---------------------------------------|-------|-------------------------------------|
| 1. Rinse After Use                    | _____ | Can hold ball for ...               |
| 2. One on each side following play    | _____ | Whistle                             |
| 3. Pivot                              | _____ | Contact the supervising teacher     |
| 4. Must be Worn                       | _____ | After scoring the scoring team ...  |
| 5. Go back over center & 3 steps back | _____ | Officials jerseys                   |
| 6. Offensive player in crease         | _____ | Goal will not count (Goalie's Ball) |
| 7. Responsible for setting up board.  | _____ | Officials positions                 |
| 8. Three seconds                      | _____ | A fourth step could be a ...        |
| 9. Traveling                          | _____ | Indirect free throw awarded         |
| 10. Bad sportsmanship                 | _____ | Scorekeeper                         |

Answer the following :

1. The minimum number of players a team may have to play \_\_\_\_\_
2. The maximum number of players on a team \_\_\_\_\_
3. Who starts with the ball after a goal is scored? \_\_\_\_\_.
4. What is another name for a direct free throw? \_\_\_\_\_.
5. When two players from opposite teams contact the ball at precisely the same time a \_\_\_\_\_ takes place at the point it happened.
6. How many performance points are awarded for a -  
Win \_\_\_\_\_  
Tie \_\_\_\_\_  
Loss \_\_\_\_\_  
No Show \_\_\_\_\_
7. From the throw-off, the ball must be passed \_\_\_\_\_ (how many) time(s) before scoring.

Multiple Choice :

1. If a ball hits the crossbar, post or goalie and bounces back into the field of play -
  - a) It's goalies ball
  - b) Any player may play the ball
  - c) Only a defensive player may pick up the ball
  - d) Play is whistled down
  
2. If a defensive player, other then the goalie, blocks the ball in their own crease -
  - a) It becomes a goalies ball
  - b) A tip-off occurs
  - c) A direct free throw is awarded
  - d) An indirect free throw is awarded
  
3. When a player has a clear chance of scoring and the defensive team illegally prevents them from doing so -
  - a) A penalty shot is awarded
  - b) An indirect free throw is awarded
  - c) A tip-off occurs
  - d) None of the above
  
4. An offensive player can be called for body contact when -
  - a) they run into a defensive player who is not moving
  - b) they run into a defensive player who is moving
  - c) they reach in to grab the ball
  - d) they accidentally collide when chasing a loose ball.
  
5. The following information must appear on the scoreboard -
  - a) Teams playing
  - b) Team logo
  - c) Score and pinnie color
  - d) a & c both

Long Answer :

1. Describe the difference between a direct free throw and an indirect free throw.

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# ICE BREAKER ACTIVITY

1. Has a birthday in February :
2. Likes liver :
3. Has been to Europe :
4. Watches *The Simpsons* :
5. Is wearing something red :
6. Lives in an apartment :
7. Been in a truck :
8. Family has a cabin in the Whiteshell :
9. Has a sister or brother in University :
10. Wears glasses :
11. Family has a snowblower :
12. Was born outside of Canada :
13. Owns a pet other than a dog, cat or bird :
14. Has their own phone :
15. Likes green pepper on pizza :
16. Has eaten escargots :
17. Has been to the Revolving Restaurant :
18. Is wearing Nike runners :
19. Has been on a boat cruise :
20. Has been to the Folk Festival :
21. Has been to the FUN FX :
22. Has a leather jacket :
23. Has seen a whale :
24. Hair is dyed :
25. Has taken acting lessons:
26. Family shops at Supervalu :
27. Plays a musical instrument:
28. Has a belly button:
29. Has done a triathlon :
30. Has more than one television in their house :

## *Kin Ball 4 - Square Rules*

- The gym is divided into quadrants.
- Each team must be lined up and counted off before starting so players know their serving order.
- Even out the teams.
- Pick a team to start with the serve.
- Servers only are to hit the ball. The “T” people are not allowed to throw the ball (otherwise the serve is re-hit by the same server and the other teams all score a point). The serve is to be hit upwards only. If a ball appears to be going straight across or downward the serve is to be re-hit by the next server in the order and the other teams all receive a point.
- On the serve the two “T” people must have one foot in the circle and one foot out.
- The object of the game is to make the ball hit the floor on another team’s side while keeping off your own. If a ball hits the floor on one team’s side, they serve the ball next and all other teams score 1 point. If a ball hits the floor between two teams (on the line) then one of them will serve the ball (the one with the least amount of points) and the other two teams each score 1 point.
- If a ball hits the outside wall, or anything other than the floor, the last team to touch it will serve and all other teams receive one point.
- If a player goes outside their quadrant and contacts the ball, their team will serve and all other teams will score a point.
- Referees will position themselves at opposite ends of the gym. They will use the flags to point at the team who serves next. No whistles are required.
- The scorekeeper will pay close attention to the game and fairly record the points on the board.
- The officials will take attendance; oversee the entire game; report behavior problems; solve problems; get a sub if they must be absent.
- All officials are asked to participate in clean up and gym set-up after the game.

<b>Leadership Points Master</b>						
<b>Name</b>	<b>Squad</b>	<b>Total</b>	<b>Spare</b>	<b>Merits</b>	<b>Patrol #3</b>	<b>5-Nov</b>
Aidan Maytchak	2	21	0	1		1
Amanda Olsen	2	41	0	20		1
Anya Duspara	1	36	1	14		1
Austen Erickson*	2	31	-1	10		1
Bradley Jennings	1	24	0	11		1
Brandon Hoskins*	1	28	2	6		1
Brett James	1	25	2	1		1
Caitlin Dyck	1	26	0	7		1
Chantal Sawotin	1	33	-1	17		1
Cole Shwaykosky	1	32	-1	18		1
Collin Brown**	1	19	0			1
Connor McLennan	2	39	-2	19		1
Crystal Phillips*	2	19	5	5		1
Dag Sinclair	1	16	0	1		
Dallas Gillingham	1	39	-1	19		1
Dana McBeth	1	48	2	25		1
Emilee Bakeman	2	31	-1	11		1
Emily Sherbo	1	28	-1	7		1
Emir Halilovic	2	40	0	18		1
Jenna Chymyshyn	2	41	-2	22		1
Jordan Witzke	2	26	-2	6		1
Joshua Dekluyver	2	22	0	0		1
Justyce Cox	2	28	-2	17		1
Kassidy Reid	2	13	0	3		1
Kate Lutes	1	41	1	18		1
Kaylyn Findlay	2	39	1	19		1
Kiera Robertson	1	27	0	5		1
Kieran Mulvaney	2	25	0	5		1
Kinsey Donald	1	39	2	14		1
Kolton Fifi	2	34	0	12		1
Larissa Campbell	2	25	-1	3		1
Larysa Dagdick	2	32	0	13		1
Laura Wizniak	2	44	0	20		1
Mackenzie Moore	1	36	3	16		1
Mason Hildebrand	2	31	0	11		1
Mathias Kucharsyn	2	23	0	10		1
Mitchell Johanson*	1	18	-2	1		
Nicholas Sawatzky	1	36	3	12		1
Rachel Gebhardt	1	17	0	5		1
Riley Peddle		14	0	1		1

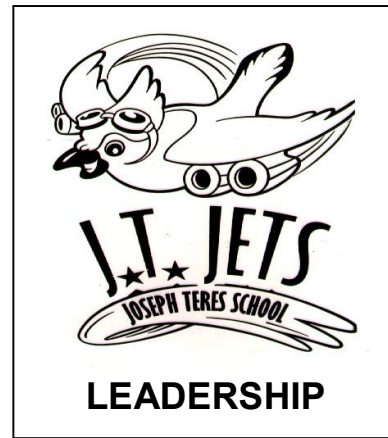
Riley Spitula	1	<b>44</b>	0	18		1
Ryan Gardiner	2	<b>27</b>	1	3		1
Ryan Offenloch	1	<b>38</b>	0	20		1
Stephanie Starodub	2	<b>33</b>	0	10		1
Taylor Case*	1	<b>16</b>	0	0		1
Taylor Tysoski	1	<b>28</b>	2	7		1
Tess VanAlstyne	1	<b>49</b>	1	25		1
Tristan Probizansky	2	<b>35</b>	0	18		1
Tristan Seguin	1	<b>15</b>	0	9		1
Troy Dorset	2	<b>25</b>	0	6		1
Vishad Boodoo	2	<b>29</b>	-1	10		1

## Help

*Assist*

**Go the extra Mile**

***Can I give you a hand?***



### **Leadership Monitors**

**DOOR CAPTAIN** – Call the patrols off at the designated times. Open the door for all entering through the front door and welcome them. Supervise student movement through doors. Must be on duty at all patrol times.

**ROVING CAPTAIN** – Assign a grade out of three to every patrol twice a day. Monitor and report patrol behavior. Grades will be used for points.

**RECESS MONITOR** – Supervise student movement through back school doors. One person allowed in the washroom at a time – use passes. Encourage all students to move out of the building at recess. You must be there every recess – first, lunch and last.

**KITCHEN** – Become familiar with the procedures used in the canteen and use them to operate food services every lunch hour from the patrol bell till 12:05. After 12:05 kitchen help must re-stock, clean-up and prep for the next day.

**BEFORE AND AFTER** – Must be on duty at 8:15 every morning and 3:35 – 4:45 every day after school. Monitors will assist with gym set-up, tear down and various other assigned duties. You may be asked to remain at school later on some nights.

**OTHER** – As activities around the school change, leadership students will be called on to ref games, marshal events, participate in preparation and staging of events etc.

**Do you have what it takes to serve?**



<p><b>Patrol Sparing Notice</b> (please print full name): I, _____ spared for _____ on post _____ on _____ 200_</p>	<p><b>Patrol Sparing Notice</b> (please print full name): I, _____ spared for _____ on post _____ on _____ 200_</p>
<p><b>Patrol Sparing Notice</b> (please print full name): I, _____ spared for _____ on post _____ on _____ 200_</p>	<p><b>Patrol Sparing Notice</b> (please print full name): I, _____ spared for _____ on post _____ on _____ 200_</p>
<p><b>Patrol Sparing Notice</b> (please print full name): I, _____ spared for _____ on post _____ on _____ 200_</p>	<p><b>Patrol Sparing Notice</b> (please print full name): I, _____ spared for _____ on post _____ on _____ 200_</p>
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Name \_\_\_\_\_

Post

**September 2007 to June 2008 PATROL SCHEDULE**

Patrols are on their post for two weeks (new squad begins on Tuesdays 8:35am).  
Leadership Meetings are on Monday at 3:30 (3:45 if you are on post) unless otherwise posted on our gym schedule.

**\*Highlight information that YOU need to know and copy it into your agenda planner.**

Wed. Sept. 5 – Mon. Sept. 17	<u>Squad 1</u>
Tues. Sept. 18 – Mon. Oct. 1	Squad 2
Tues. Oct. 2 – Mon. Oct. 15	Squad 1
Tues. Oct. 16 – Mon. Oct. 29	Squad 2
Tues. Oct. 30 – Mon. Nov. 12	Squad 1
Tues. Nov. 13 – Mon. Nov. 26	Squad 2
Tues. Nov. 27 – Mon. Dec. 10	Squad 1
Tues. Dec. 11 – Mon. Jan. 7	Squad 2

**\*\*On VERY cold days, we decrease patrol time by 5 minutes.\*\***

Tues. Jan. 8 - Mon. Jan. 21	Squad 1
Tues. Jan. 22 – Mon. Feb. 4	Squad 2
Tues. Feb. 5 – Fri. Feb. 15	Squad 1
Tues. Feb. 19 – Mon. March 3	Squad 2
Tues. March 4 – Mon. March 17	Squad 1
Tues. March 18 – Mon. April 7	Squad 2
Tues. April 8 – Mon. April 21	Squad 1
Tues. April 22 – Mon. May 5	Squad 2
Tues. May 6 – Fri. May 16	Grade 4s begin training Squad 1
Tues. May 20 – Mon. June 2	Grade 4s begin training Squad 2

**Trainees will be doing these weeks of patrolling:**

<b>Tues. June 3 – Mon. June 16</b>	<b>Squad 1</b>
<b>Tues. June 17 – Fri. June 27</b>	<b>Squad 2</b>

PATROL TIMES:

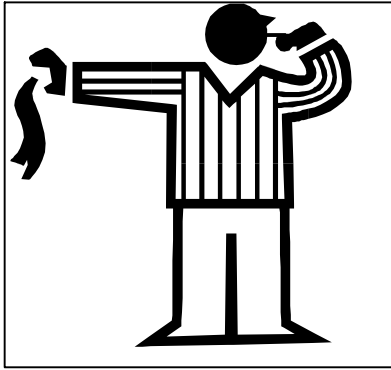
8:35 – 8:50

11:45 Walking School Bus  
Leaves Main Doors

12:35 Walking School Bus  
Leaves Furthest Posts

3:30 – 3:50

Wait for Patrol Bell at lunch and after school, before  
leaving your classroom for post.



### **INFORMATION FOR THE REF**

1. All refs must wear official ref jerseys.
2. All refs require a whistle
3. Two refs will work each game. One on each side of the court.
4. The refs must follow the play of the game by walking and running up and down the sidelines.
5. Sportsmanship is very important. If you have any problems with behavior let the teacher supervisor know immediately.
6. Watch the play carefully and make all calls. **YOU MUST CONTROL THE PLAY** or the play will likely get out of hand.
7. Be assertive. Don't be timid or shy to make a call. Make your whistle calls loud.
8. You are responsible for setting up the gym before the games. Arrive early enough to be sure the job is done on time.
9. You are responsible for taking down down the equipment after the games. Do it promptly.
10. Rinse your whistle after use and return to the hanger.

**INTRAMURAL REF EVALUATION**

Date: \_\_\_\_\_

Name of Ref: \_\_\_\_\_

Game Played: \_\_\_\_\_ Grade Group: \_\_\_\_\_

*Complete the following scales by circling the most appropriate number*

1. Was the ref prepared to start the game on time?

YES 5    4    3    2    1 NO

2. Did the ref follow the play up and down the playing field?

YES 5    4    3    2    1 NO

3. Did the ref seem confident by making calls right away and controlling the game?

YES 5    4    3    2    1 NO

4. In your opinion, does the ref have a good understanding of the rules?

YES 5    4    3    2    1 NO

5. In your opinion, overall, was the ref an effective official in today's game?

YES 5    4    3    2    1 NO

Do you have anything to suggest to the referee which might make them a better official?

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Evaluator \_\_\_\_\_





# SKATE - A - THON INFO FOR LEADERSHIP STUDENTS AND PARENTS

The Leadership Camp Skate-a-thon will take place at Roland Michener Arena on January 22, 2004 from 12:45 - 3:15 p.m. All participants will need to eat lunch at school or return back to school by 12:15 PM on that day. All students will require their own skates to be transported **in a bag or with skate guards**. Participants will not be allowed to leave the ice surface throughout the 2 hour duration so they must come prepared with a water bottle and appropriate clothing. All participants must wear a helmet (a cycling helmet will suffice for this activity).

The Leadership Skate-a-thon will assist in diminishing the total cost per student attending our annual camp at Red Rock on May 31, June 1, 2 & 3 of 2004. Because of the costs associated with staging this fund raising drive participants are asked raise a minimum of \$20 to take part in the skate-a-thon. The actual cost per camper to attend Red Rock is approximately \$200.00 for the 4 days and three nights. In 2003, after fund raising efforts, the cost per camper was \$65.00 for three days. Let's see what we can do this year!

The top three fund raisers will receive a special prize. For every \$20 raised each student will get their name put in a draw to win a **GRAND PRIZE**. Many random draw prizes will also be presented.

We do require parental assistance at the arena to drive (12:30 at Joseph Teres and 3:10 at Roland Michener); help tie skates, count pledges and supervise (bring your own skates if you're up to it!). If you are able to help please indicate it on the form below.

Please fill out the consent form below. You will receive your sponsor sheet when this has been returned. For more information contact the gym office at 958-6865.

-----  
detach and return

*I give my son/daughter \_\_\_\_\_ permission to participate in the Joseph Teres Leadership Skate-a-thon on January 22, 2004 at the Roland Michener Arena.*

\_\_\_\_\_  
*Signature of parent or guardian*

\_\_\_\_\_  
*date*

*As a parent (I can / I can't) assist with the Skate-a-thon as a:*

\_\_\_\_\_ *Driver. If so, how many passengers can you take including your child* \_\_\_\_\_

\_\_\_\_\_ *On ice supervision and assistance*

\_\_\_\_\_ *Off ice supervision and assistance*

*Name* \_\_\_\_\_ *Phone* \_\_\_\_\_ - \_\_\_\_\_.

*In case of an emergency contact* \_\_\_\_\_ *at* \_\_\_\_\_ - \_\_\_\_\_.

## VOLLEYBALL REF INFORMATION FOR LEADERS

All regular rules of Volleyball will be followed with the following modifications:

Grade 3 -

1. They may serve the ball from the red line - it can be served or tossed underhand.
2. A large ball is used

Grade 4 -

1. They may serve from the blue line - it must be served.
2. A large ball is used

Grade 5 -

1. They may serve from the white line.
2. A Cooper All ball is used

Other rules you may not already be aware of:

- A player may use any part of their body to hit the ball. Feet may be used as a last resort.
- A server may serve anywhere along the width of the court, behind their serving line to perform the serve.
- We will play using the rally point system. Every play yields a point to one team.
- No such thing as a net serve. If a serve hits the net, but still goes over on it's own, it is good.

Refs, scorekeepers and conveners must -

- Set up all nets before the games.
- Plan to stay for lunch, eat lunch in the gym, and set everything up as soon as you are done. All food must be put away **in the equipment room** before any balls are hit around.
- Set up the scoreboards.
- Select the game ball for each court (must be in good condition)
- Refs will need whistles.
- The main ref will need a box to stand on across from the scoreboard.
- Take attendance of all kids participating. Injured players who are cheering from the sideline and leadership officials count in the attendance.
- Refs must be impartial!!

Each court will have a main ref, umpire, and scorekeeper.

A team must have a minimum of 3 players to be play, otherwise the game is forfeited. In this case split up the total players and have a fun game.

**LEADERSHIP VOLLEYBALL REF TEST**

NAME : \_\_\_\_\_

50

MULTIPLE CHOICE - Circle the best answer

1. A ball that is served, touches the net, but still goes over and hits the ground:
  - a) one point for the serving team
  - b) loss of serve
  - c) no point, re-serve
  - d) none of the above
  
2. A ball that is served before the refs whistle is:
  - a) re-served
  - b) loss of serve
  - c) counted
  - d) none of the above
  
3. A ball that goes through the rafters without touching anything is:
  - a) allowed providing it remains in sight.
  - b) re-served because the ref wasn't sure whether it hit anything.
  - c) a loss of serve
  - d) allowed providing it doesn't touch anything.
  
4. A main difference between the grade 3 and grade 4 game is:
  - a) the way they are allowed to catch the ball.
  - b) the speed at which the game is played.
  - c) the place the ball is served from.
  - d) the quality of play is much better at grade 4.
  
5. To decide who gets the initial serve of the game we:
  - a) rally for the serve by bouncing it on the ground to put it in play.
  - b) flip a coin
  - c) flip a small kid
  - d) Rock, Paper, Scissors.
  
6. The score of the game is always stated by the ref with:
  - a) the winning teams score mentioned first
  - b) the losing teams score mentioned first
  - c) the serving teams score mentioned first
  - d) none of the above
  
7. The scorekeeper will know if a point is scored and by which team by:
  - a) watching the game
  - b) the ref yelling to them to mark up the score
  - c) the ref will point their arm towards the scoring team's side.

d) none of the above

TRUE FALSE - Circle the correct response

- |      |       |  |
|------|-------|--|
| TRUE | FALSE | A ball landing on the perimeter line of the court is considered out of bounds.                           |
| TRUE | FALSE | A team is allowed to hit the ball three times before it goes over the net.                               |
| TRUE | FALSE | It is possible for a player to hit the ball twice before it goes over the net.                           |
| TRUE | FALSE | A team must rotate clockwise.  |
| TRUE | FALSE | A player is allowed to have only part of their foot over the net line.                                   |
| TRUE | FALSE | A player is allowed to run out of the court to hit a ball.   |
| TRUE | FALSE | If a player hits a ball while they are standing out of bounds the ball is called out.                    |
| TRUE | FALSE | During a rally if the ball touches the net but still goes over, it is good.                              |
| TRUE | FALSE | During a rally if the ball hits the net and bounces backwards the play is stopped.                       |
| TRUE | FALSE | A team always rotates after the ball hits the ground on the opposite side.                               |
| TRUE | FALSE | A serving team winning the rally gets 2 points.  |
| TRUE | FALSE | The main ref must be elevated to get a clear view of the play and the net.                               |
| TRUE | FALSE | The umpire (ref 2) judges net contacts and stepping under the net and mimics the arm motions of the ref. |
| TRUE | FALSE | The ref blows their whistle to start the play and blows their whistle to stop the play.                  |

SHORT ANSWER - If the question is out of 2 points be sure to provide a minimum of two pieces of important information in your answer.

1 1. How does a team score a point?  
\_\_\_\_\_  
\_\_\_\_\_

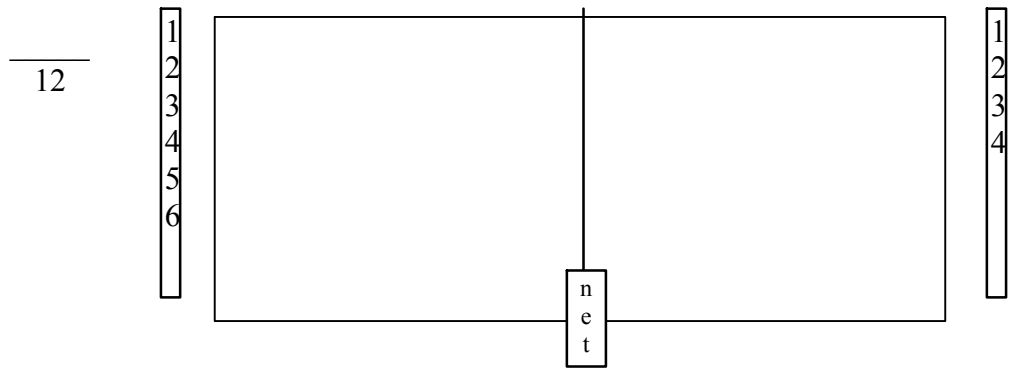
5 2. What are some things a ref must do to prepare for an upcoming game?  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

1 3. What is meant by loss of serve?  
\_\_\_\_\_  
\_\_\_\_\_

2 4. Describe when a team must rotate?  
\_\_\_\_\_  
\_\_\_\_\_

7 5. Name seven occurrences that will end a rally?  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

7. Two teams have their players waiting on the bench. One team has six players while the other has four. Place all players on the floor and circle the server on each team.



Gym Schedule

**June 10 – 14, 2002**

Monday Day 6	<ul style="list-style-type: none"><li>• Basketball Intramurals / AM Recess / Chien Chien vs So Called Pros</li><li>• Basketball Intramurals / PM Recess / Monstars vs JT Raptors</li><li>• Hip Hop Club 3:35</li></ul>
Tuesday Day 1	<ul style="list-style-type: none"><li>• Basketball Intramurals / AM Recess / 4 Muskateers vs 66ers</li><li>• Grade 3,4 &amp; 5 Badminton Finals / All games / Start at 11:45 / Spectators welcome!</li><li>• Basketball Intramurals / PM Recess / Vipers vs Chargers</li><li>• Hip Hop Club 3:35</li></ul>
Wednesday Day 2	<ul style="list-style-type: none"><li>• Basketball Intramurals / AM Recess / Disco Girls vs Angels</li><li>• Kids of Steel Super Run (2.6 miles). All finishers get a freezie. Walkers welcome. 3:35. Meet in gym. Will go outside if nice.</li><li>• Basketball Intramurals / PM Recess / Steel Reign vs Slammer 2.\</li><li>• Leadership Grade 5. Last meeting. 2:35 – 3:35.</li></ul>
Thursday Day 3	<ul style="list-style-type: none"><li>• Basketball Intramurals / AM Recess / Cool Girls vs Funky Frog</li><li>• Basketball Intramurals / PM Recess / Hippies vs Blue Devils</li><li>• Hip Hop Club 3:35</li></ul>
Friday Day 4	<ul style="list-style-type: none"><li>• Basketball Intramurals / AM Recess / Cool Cats vs Cutie Potuties</li><li>• Basketball Intramurals / PM Recess / JT Flyers vs Flaming Skulls</li></ul>
Other Stuff	<ul style="list-style-type: none"><li>• MANITOBA MARATHON – Bus leaves the front of the school at 5:45am on Sunday, June 16. Set your alarm. Remember to bring your runners home from school since the school will be locked.</li><li>• Next week: Day At The Beach. Get your permission slips in.</li><li>• K-2 Field Day on Tuesday</li><li>• Grade 5 Patrols to Fun Mountain on Wednesday</li><li>• Grade 4 Peacemakers to Fun Mountain Thursday</li></ul>



***Joseph Teres School***  
**131 Sanford Fleming Road**  
**Winnipeg, Manitoba,**  
**R2C 5B8**  
**PH.: 958-6860**

To : Leadership Students and Parents  
From : Mr. Markham  
Re : Archery Lessons

Each year, before Leadership students go to camp, we offer archery lessons at the school with expert instruction from the Archers and Bowhunters Assoc.of Manitoba. It will provide participants with ample experience and acclimatize them to not only the equipment and skills involved, but to the safety rules of the range. These are skills we would like all our campers to have before they enter the range at camp.

The archery lessons will take place in the school gym on Tuesday, May 8, 2007. Leadership students from, Ms. Sakundiak's & half of Mrs. Niblett's will have their lesson from 1:00 - 2:15 p.m. Mrs. Blaikie's and the other half of Mrs. Niblett's will have their lesson from 2:15 - 3:30pm. This workshop will be supervised by Mr. Markham and staff from the Archers and Bowhunters Association.

**All participants must wear a t-shirt during archery lessons.**

A fee of \$2.50 / student is charged by the Archers and Bowhunters Association to cover their expenses.

Please fill out the permission slip below and return with the fee to the gym office no later than May 1st.

-----  
**Registration - Return to the gym office by Monday May 1.**

I give my son / daughter \_\_\_\_\_ (Room No. \_\_\_\_ ) permission to participate the archery lessons at Joseph Teres on Tuesday, May 8, 2006.

I have included \$2.50 to cover instructional costs.

\_\_\_\_\_  
Signature of parent or guardian

\_\_\_\_\_  
Date

## CAMP SCHEDULE

### Monday, June 4, 2007

8:45	-		Start Loading Buses / Prescriptions to Ms. Sakundiak
9:30am	-		Depart Joseph Teres School
9:30	-	11:00am	Travel to Red Rock Camp
11:00am	-		Arrive at Red Rock
11:00am	-	11:20am	Everyone helps unload buses
11:20am	-	12:00noon	Camp Tour & Rules
12:00pm	-	12:45pm	Eat Bag Lunch from home.
12:45pm	-	1:45pm	Cabin Assignments / Moving In / Quiet Time
1:45pm	-	3:15pm	ACTIVITY I
3:15pm	-	4:45pm	ACTIVITY II
4:45pm	-	5:00pm	Clean-up for Dinner
5:00pm	-	6:15pm	SUPPER / Announcements / Quiet Time Meal Help - (#1 Meal Help)
6:15pm	-	7:30pm	Large Group Activity - GOLF
7:30pm	-	9:00pm	Opportunity Time / Tuck Shop 7:30 - 8:00
9:00pm	-	10:00pm	SNACK (#2 Meal Help) Camp Fire & Songs
10:15pm	-		Bedtime
10:30pm	-		Leaders Meeting

## CAMP SCHEDULE - continued

### Tuesday, June 5, 2007

6:45am	-		Wake-up call
7:00am	-		<b>Mandatory Wake-up and Smell Better Swim</b>
7:00am	-	8:00am	Cabin Organization / Breakfast Prep Group to Dining Hall (#3 meal help)
8:00am	-	9:00am	Breakfast / Announcements / Clean-up
9:00am	-	10:30pm	ACTIVITY III
10:30am	-	12:00pm	ACTIVITY IV
12:00pm	-	1:00pm	Lunch (#4 meal help)
1:00pm	-	1:30pm	Quiet Time
1:30pm	-	3:00pm	ACTIVITY V
3:00pm	-	4:30pm	ACTIVITY VI
4:30pm	-	5:00pm	Preparation for Supper & Skit Practice
5:00pm	-	6:00pm	Supper Consumption & Clean-Up (#5/6 meal help)
6:00pm	-	6:30pm	Quiet Time
6:30pm	-	7:30pm	Group Activity – Almighty One!!
7:30pm	-	9:00pm	Opportunity Time / Tuck Shop 7:30 - 8:00
9:00pm	-	10:00pm	SNACK (#1 Meal Help) Camp Fire & Songs
10:15pm	-		Bedtime
10:30pm	-		Leaders Meeting

## CAMP SCHEDULE - continued

### Wednesday, June 6, 2007

6:45am-		Wake-up call	
7:00am	-	<b>Mandatory Wake-up and Smell Better Swim</b>	
7:00am	-	8:00am	Cabin Organization / Breakfast Prep Group to Dining Hall (#2 meal help)
8:00am	-	9:00am	Breakfast / Announcements / Clean-up
9:00am	-	10:30pm	ACTIVITY VII
10:30am	-	12:00pm	ACTIVITY VIII
12:00pm	-	1:00pm	Lunch (#3 meal help)
1:00pm	-	1:30pm	Quiet Time
1:30pm	-	3:30pm	Sports Team Challenges (See Appendix of Same Name for Details)
3:30pm	-	4:30pm	Group Swim / Beach Time
4:30pm	-	5:00pm	Clean-Up / Skit Practice
5:00pm	-	6:00pm	Supper Consumption & Clean-Up (Meal Help #4)
6:30pm	-	8:00pm	Opportunity Time / Tuck Shop 6:30 – 6:45
8:00pm	-	8:30pm	Skit Preparation and practice
8:30pm	-	10:00pm	Snack (Meal Help #5/6) Skits
10:15pm		Bedtime / Lights Out	
10:30pm		Leaders Meeting	

## CAMP SCHEDULE - continued

### Thursday, June 7, 2007

6:45am		Wake - Up
7:00am		<b>Mandatory Wake-Up &amp; Try To Smell Half Decent Swim.</b>
7:00am	-	8:00am Cabin Organization / Breakfast Prep
8:00am	-	9:00am Breakfast (#1 meal help)
9:00am	-	10:30am Pack personal gear & leave outside cabin. Leave bathing suits & towels accessible.
		Sweep or vacuum cabin / Close windows & curtains / Empty garbage / Clean Washroom
		Call Mr.Markham for cabin inspection.
		Move personal gear to the pick-up location after your cabin inspection.
		Assist with other clean-up - ie. Collect school equipment and leave at Mr.M's van ; Clean chapel ; Clean washrooms ; Help clean Arts & Crafts area ; Outdoor garbage pick-up ; Vacuum Pine Lodge hallways; Vacuum main lodge foyer ; etc.
10:30am	-	12:00pm Group Hike for all / Cabin areas out of bounds
12:00pm	-	1:00pm Lunch (meal help #2/3)
1:00pm	-	2:00pm Camp Awards (Chapel) Quiet Time / Autograph signing / Diary entries / Tuck Shop.
2:00pm		Leave for Winnipeg
3:30 - 4:00pm		Arrive at Joseph Teres.

