SPRING-FORD AREA
SCHOOL DISTRICT
BACK-TO-SCHOOL
2017-2018
Spring-Ford Area School District Transportation Department

- More than 9,600 student transportation files maintained
- 114 busses driving 473 bus routes
- Serving nearly 60 area schools
- The Spring-Ford transportation fleet travels 8,616 miles each day. That’s three trips from the District Office to San Francisco each day.
Spring-Ford Area School District Technology Department

- Deployed 1,005 Student Laptops
- Refreshed 363 Student Desktops
- Deployed 13 Modernized Learning Carts with 416 Laptops
- Refreshed 240 Staff Laptops
- Deployed Casper Mobile Device management for all of our over 1,000 mobile devices
- Deployed 180 iPads
- Deployed new 9th Grade Mac lab with 26 iMacs
- Installing 120 Interactive Projectors (Part 1 of 5)
- Improved Wifi/Network Installed 100 access points and installed new switches at Flex (Part 1 of 2)
Spring-Ford Area School District
Food Services Department

- More than 9,913 lunches served the first four days of school; 6% increase from last year
- Increased customer service at Back-to-School/Open House nights and the Back to Spring-Ford Parent Night
Spring-Ford Area School District
Curriculum and Instruction

- Ram QUEST received their Lego Robotics kits and software has been installed, so students will be doing robotics soon
- New Math program 5th-8th as well as for Algebra I and Geometry—implementation going well, more trainings are planned for this year
- Modernized learning and Hybrid projects are underway with on-going training and support
Spring-Ford Area School District Communications, Marketing & Media

- Second Back to Spring-Ford Night
- Second “First Day” Verification
- New Shows and Programs on RCTV including Gridiron, Body Metrix, and more!
ALICE Training Program

**Alert**: when you first become aware of a threat. The sooner you understand that you’re in danger, the sooner you can save yourself. A speedy response is critical. Seconds count.

**Lockdown**: If evacuation is not a safe option, barricade entry points into your room in an effort to create a semi-secure starting point.

**Inform**: The purpose of INFORM is to continue to communicate information in as real time as possible, if it is safe to do so.

**Counter**: Create Noise, Movement, Distance and Distraction with the intent of reducing the shooter’s ability to shoot accurately. Counter is NOT fighting.

**Evacuate**: When safe to do so, remove yourself from the danger zone.