



RENAISSANCE SOLUTIONS

To meet the goals of the Every Student Succeeds Act (ESSA), schools are accountable for improvement based on several school quality and student success indicators.

The South Dakota Department of Education has identified specific state goals for improvement and Jostens Renaissance has resources and strategies that can help reach these goals.

STATE GOAL	STRATEGIES INCLUDE
Improve Academic Achievement: Goal for 2031 of 100% proficiency in English language arts and math, with interim targets at 5 and 10 years, and no achievement gap for Native American students	 Renaissance Recognition Card Program Renaissance Rallies Renaissance Climate and Culture Idea #102: Test Care Packages
Raise Graduation Rate: Goal is 100% of students graduating on time, with interim targets at 5 and 10 years, with no gap in rates for Native American students	Commitment to Graduate - Banners, activities and visual reminders The Harbor Season 2, Episode 23: Finishing Strong Commitment to Graduate Idea #105: Sophomores' Keys to Success
Increase Attendance: Identified attendance as the School Quality indicator for elementary and middle schools, and measuring patterns of attendance to provide relevant strategies	Renaissance Recognition Card Program Renaissance Climate and Culture Idea #104: Attendance Bucks On-the-Spot Awards
Ensure College & Career Ready: Identified CCR as a School Quality indicator for high schools, with incentives for schools when graduates meet assessment and/or coursework requirements	The Harbor Season 2, Episode 24: Overcoming the Odds Commitment to Graduate - Idea #189: Senior Acceptance Wall "Yes, You Really Do Need This Class" Poster





RENAISSANCE CARDS

Typically, schools offer a lot of recognition and appreciation for the top 25% of students and a lot of support for the bottom 25%, but the ones in the middle often get taken for granted or left to fend for themselves. Renaissance cards are a great way to recognize the middle 50% as well as motivate them to reach higher. There are a lot of ways to do it, but there are some common elements in most programs:

- · Levels of membership, based on achievable academic and/or behavior goals
- A card or sticker identifying each student's membership level
- No-cost or low-cost rewards, or perks, depending on membership level
- Results that show increased numbers of students qualifying, and decreased discipline, tardy and absence rates

Be sure to include students in setting the goals and benefits. Most of the student body needs to value the levels of membership, so that it becomes "cool" to participate and to feel proud about reaching the next level. It won't happen overnight, but take it from schools that have seen the results: once you get the card system established, students will go the extra mile to qualify for the next level, and will support their friends in doing so as well.

To learn more about getting started with a Renaissance Card program, contact your Jostens representatative.

For more ideas, visit www.JostensRenaissance.com/idea-exchange.

"Since starting our card program ten years ago, the number of card holders has risen from approximately 40% to a little over 70%. Implementing the 5 R's of Renaissance into our school has improved our school climate and culture by allowing all students and staffulty the opportunity to feel special and appreciated."

-Andrea Henry, Teacher, LaSalle Peru High School, LaSalle, IL

"Platinum is our top card level, and we went from 20 in 2015 to 40 in 2016 to 52 in 2017! Bronze is the lowest level, and we went from 54 in 2016 to 67 in 2017!"

> -Tori Boyle, Bureau Valley High School, Manlius, IL