

Monthly Reports vs. Activity Tracker



- Your monthly reports satisfy SONJ's commitment to the NJ DOE & SONA to provide a total headcount
- The activity tracker satisfies SONJ's commitment to SONA to provide the number of unique individuals participating & the experience count
- Because our funding sources are asking for us to count participation differently, we need to collect your data differently

Mid-Term Activity Tracker



- This tracker encompasses numbers through January 15 or the first semester.
 - The end-of-year activity tracker (due in June) is cumulative and encompasses the entire school year.
- If you have nothing to report for one of the columns, please enter a zero
- Even if you are a new school and you *just* received your award letter, complete the activity tracker with zeroes for the whole first semester

Total # of Competitive and Player Development Experiences

- **All interscholastic sports teams at your school are summed for this entry.** If you offer no interscholastic sports, your entry should be zero (0). Intramural sports are entered as Fitness Experiences (excluding PE) category.
- **How to count:** Count a season's worth of practices as one experience for each player. Count each competition as one experience for each player. If there is a final game or culminating event, count it as an additional experience per player. This count does not differentiate between athletes and partners.
- **Example #1:** Westdale HS Unified basketball team has 11 players. Practices and games were held throughout the season. (11 players x 1 season of practice) + (11 players x 9 games). Total = 110 experiences.
- **Example #2:** Westdale HS Unified soccer team has 15 players. Due to a lack of nearby competition, the team held regular training, but only participated in a culminating event/game against another school. (15 players x 1 season of practice) + (15 players x 1 culminating event). Total = 30 experiences

Total # of Unified PE Experiences

- **All Unified PE classes at your school are summed for this entry.** If you offer no Unified PE, your entry should be zero (0).
- **How to count:** Count one semester of Unified PE as one experience for each student on the roster. This count does not differentiate between athletes and partners.
- **Example:** 16 students take a semester of Unified PE. (16 students x 1 semester of Unified PE). Total = 16 experiences

Total # of Fitness Experiences

- This entry counts participation numbers within schools implementing one or more Special Olympics fitness models and/or resources (examples on next slide) or implementing a Program-created, school-based Unified fitness model/program. **Intramural, but not interscholastic, Unified Sports are calculated in this entry.**
- **How to count:** Count each activity for each student that participates as one experience. This count does not differentiate between athletes and partners.
- **Example #1:** Students work with their school to organize walking routes to/from school for groups of students with and without ID. 25 students participate during the semester. Another group of students with and without ID form a club to train together via Zoom using the School of Strength curriculum. 9 students participate. Total experiences = 34 (25 + 9).



Types of Fitness Models and/or Resources Implemented

- ☐ Fit 5
- ☐ Fit Families & Friends
- ☐ School of Strength
- ☐ Sofit
- ☐ Unified Fitness Club
- ☐ Other – this is where you'll count your intramural teams

Don't check off an item without including numbers for it in the previous question!!

Young Athletes Experiences

- Count your school-based Young Athletes experiences (not your community program) here. Upper Elementary, Middle, and High Schools must enter zero (0).
- **How to count:** Count one semester of YA for each student as one experience. In addition, count any type of demo, event, celebration, etc. (non-regular activity) as one experience for each student. This count does not differentiate between athletes and partners.
- **Example #1:** A Pre-K class of 10 students utilizes the YA Activity Guide within their Unified classroom three times per week, culminating with a Unified Field Day for the class. (Classroom Implementation: 10 + Field Day: 10) Total experiences = 20



Unified Activities: Total # of Experiences

- Any inclusive non-sport activity inspired by Special Olympics Unified Sports in schools, such as band, theater, robotics, social events, etc., is considered a Unified Activity.
- **How to count:** Count participation in a class or club as one experience for each student. Also count a performance, tournament, event, competition, etc. (non-regular activity) as one experience for each student. This count does not differentiate between athletes and partners.
- **Example #1:** 10 students in a school participate in an Inclusive Culinary Club once a week for one semester. In addition, 12 students form a Unified Robotics club that meets twice a week for 8 weeks, ending with a tournament. (Inclusive Culinary Club: 10 + Unified Robotics club participation: 12 + Unified Robotics tournament: 12) Total experiences = 34

Inclusive Youth Leadership: Total # Athlete Experiences

- A cumulative count of the number of students with ID in school-based IYL clubs, multiplied by the number of IYL activity experiences that each of these students had. This count DOES differentiate between athlete and partner experiences.
- **Example #1:** There are 10 athletes in your Unified Club which hosted 5 unique activities in addition to your club meetings. (10 athletes x 1 semester of meetings + 10 athletes x 5 unique activities) Total = 60 experiences.

Inclusive Youth Leadership: Total # Partner Experiences

- A cumulative count of the number of students without ID in school-based IYL clubs, multiplied by the number of IYL activity experiences that each of these students had. This count DOES differentiate between athlete and partner experiences.
- **Example #1:** There are 10 Unified Partners in your Unified Club which hosted 5 unique activities in addition to your club meetings. (10 partners x 1 semester of meetings + 10 partners x 5 unique activities)
Total = 60 experiences.

Types of IYL Activities Implemented

- ☐ Best Buddies
- ☐ Student Council and/or Honor Society
- ☐ Unified Club
- ☐ Youth Activation Committee
- ☐ Other (Unified Captains for Unified Sports, attending Youth Summit)

Don't check off an item without including numbers for it in the previous two questions!!



Inclusive Youth Leadership: Delivery Method

- ☐ In Person
- ☐ Virtual
- ☐ Both

Whole School Engagement: Total # Experiences

- WSE refers to awareness and education activities that promote inclusion and reach the majority of the school population.
- **Example #1:** Westdale HS, with a student body of 1000, has 3 pep rallies that each include a Unified Sports team and has a school-wide Respect Campaign in October including disability awareness. Total experiences = 4000 (WSE activities: 4 x Student body: 4000)
- This number should NOT be single digits! It should be equal to or greater than your school population.



Whole School Engagement: Types of Activities Implemented

- ☐ Fans in the Stands
- ☐ Get Into It
- ☐ Plunge and Other Fundraisers – *this includes Cool Schools Challenge*
- ☐ Respect Rally or Unified Sports Pep Rally
- ☐ Respect or Awareness Week
- ☐ School-wide Spread the Word: Inclusion Pledge Drive
- ☐ Unified Sports Day or Field Day
- ☐ Other – *School/District Social Media highlighting Unified Sports, School Morning Shows interviewing Unified Sports captains/players, bringing a Fan Bus to a Unified Basketball game, etc.*



Whole School Engagement: Delivery Method

- ☐ In Person
- ☐ Virtual
- ☐ Both

Additional Questions

- Total Number of unique Athletes (student with ID) who participated in a Unified event this school year.
 - Each athlete counts once, even if they participated in multiple sports or clubs.
- Total Number of unique Unified Partners (students without ID) who participated in a Unified event this school year.
 - Each partner counts once, even if they participated in multiple sports or clubs.
- What age range do the majority of your athletes (students with ID) fall into?