



Eagle Mountain Middle PAC General Meeting  
Tuesday, January 18, 2022  
7:00pm held via Zoom

**Attendance:**

Administration/Teacher

Darren Macmillan                      Kirsten Paterson                      Simon Kwok

PAC Executive

Lisa Cable (Co-Chair)                      Katie Golbey (Vice Chair)  
Shannon von Richter (Treasurer)                      Meagan Huculak (Acting Secretary)  
Diane MacSporran (Co-Chair)                      Sie Gal (Member at Large)

Parents (email list in separate file)

Erin                      Jill                      Rena                      Tricia  
Sharon                      Natalie                      Liz                      Sheryl                      Tao

Apologies

Nicole Hampton (Secretary)                      Janine Ryan (Member at Large)  
Liora Bukofzer (DPAC Rep)                      Sie Gal (Member at Large)

**Meeting was called to order by Lisa C. at 7:02pm.**

1. Welcome – Lisa C.
2. Approval of the Agenda
  - Jill motioned to approve the agenda; Diane seconded the motion; all were in favour. The motion carried.
3. Adopt minutes from Nov 16, 2021
  - Katie motioned to adopt the minutes of the meeting held by Zoom on Tuesday, January 18<sup>th</sup>, 2021; Diane seconded the motion; all were in favour. The motion carried.
4. Simon Kwok – Librarian
  - Lisa introduced Simon Kwok, Librarian and technology teacher. Simon shared a presentation on Scholastic E. Sports. The full presentation slide deck is attached at the end of these minutes.
  - Mr. Kwok is doing a teacher inquiry into introducing E-sports in the middle school setting. Esports teams are already running at the high school level, so the goal of this inquiry is to see if esports is viable at the middle school level.
  - At the Highschool level Esports teams are like other teams. They meet, have practices and play against other schools. Mr. Kwok is hoping to start this as an in-school club and then work toward competing against other schools at the middle school level.

- Esports are organized competitive video gaming, human vs. human. It is a global industry and Vancouver even has their own team: the Titans.
- Scholastic Esports are gaming in an education setting.
- Esports video games engage students, starting the Engage, Learn, Connect Cycle: When you can engage students in learning the more they will learn, the more they learn the more they will connect, and the more they make connections the more they will be engaged.
- Develop competencies through playing games.
  - Computational thinking, collaboration & communication, healthy habits, social emotional skills.
- Mr. Kwok's vision for Esports at EMM;
  - Starting with Club play: (within covid restrictions) Regular after school meetups for all students who are interested. Drop in style, no students will be cut. This will likely run until the end of the school year to see how it goes.
  - After this, and with the support of administration, it could move to having intermurals. Lunchtime tournaments where teams of EMM students play against each other.
  - If that goes well perhaps a league could be established within the district. Connecting with other middle schools to play just like other sports such as volleyball or basketball.
  - Finally, we could register a teams with Esports Canada and/or NASEF
- Game Selection Criteria
  - Age appropriate (E or E10+); focus on creativity, collaboration, strategy
  - Possible games: Minecraft Education Edition, Rocket League, Mario Kart, Overcooked, Moving Out.
  - Creative / Collaborative games are being chosen to appeal to all students (including girls) and get them interested in technology.

#### 5. Admin Report - Darren & Kirsten

- Darren:
  - Thank you to PAC for the amazing Winter Craft Market. Kids and teachers loved it. It looked different, but in some ways teachers reported they liked it better. Glad we held it in December as it would not have been possible in January.
  - The choir sang at Poirier Christmas Market, it was beautiful. It felt like a school activity and I loved it.
  - Basketball starting: Gr. 6 coed, Gr. 7 boys, Gr. 8 boys and Gr. 7/8 girls groups. Meeting for practices, connection and fun, but not playing with other schools at this time.
  - Mind Up Study: 10 teachers from EMM are connecting with a group from UBC to participate in training for a new Middle School MindUp program (Mindfulness.) Teachers would be part of a science experiment looking at the new program. Eagle Mountain was previously involved in a Mind Up cortisol study 5 years ago. Excited that even in these hard times teachers are keen to do good things for themselves and their students. More information to come.
  - We are in the midst of Gr. 8 to 9 transition. And We will be doing gr 5 to 6 transition after spring break.
  - We are well down from our peak population with a third consecutive year of lower gr 6 intake. With 213 Gr. 8 leaving us and an expected gr. 6 intake of less than 160 we have an estimated population of 540 for the new school year although that is subject to change.

- New year focus: Getting kids reading. We are purchasing more books and investing in classroom libraries and culturally aware books. Getting suggestions from around the district, other schools and teacher librarians to get rich literature into the hands of kids that they will love to read them. Lack of sustained reading is worrying and something that we need to respond to.
- In addition to classroom libraries students have access to materials in the school library where Mr. Kwok is a full-time librarian. Classroom teachers can bring their students into the library for book exchange. The library is open at lunchtime and students are also able to access self-checkout at Mr. Kwok's discretion. Students who have support needs can be provided with audio books for novel studies and some classes are using Epic to expand ebook and audio book options.
- Covid: Not how we expected to start the new year, but things are going ok.
  - Started the week with 50 away, ended the week with over 100 away, today (Tuesday) 85 away
  - Trigger for functional closure is 10% above typical absentee rate (would be around 118 kids) or 20% of any grade level (currently at about 18% per grade)
  - We recognize that 100 kids away is not 100 kids sick – we still have families going away, orthodontist appointments etc.
  - Anywhere between 5-10 staff away this last week. This has impacted supports for some students but so far not classrooms or explorations. We have a plan in place if classroom disruption should occur which could include the district redeploying district level staff to cover absences.
  - Kids mask wearing has improved since the holiday break.
  - Most staff have been boosted or are booked for boosters.
  - Just taking things one day at a time.
- Kirsten:
  - Winter Market Craft day was fantastic, teachers said it was even better than in the past. Very calm and relaxed. Nothing but excellent comments from teachers.

#### 6. Treasurer Report & Budget 2021-22 – Shannon

- Gaming Grant balance remains the same at \$12,894.25
- Reminder to teachers to “get spending.” Hope to see wish list purchases coming through soon.
- Expenses since December Meeting:
  - Expense for math competitions.
  - Winter market expenses were mostly for craft supplies and candy. The biggest expenses were candy and essential oils and rollers.
- Winter Market Revenue
  - Most profitable year ever gross: \$10,600 net profit \$7,100.
  - Suggestion for next year to not do essential oils. It's nice for the parents, but not as popular with kids and was by far the most expensive craft, coming in around the same as the cost for candy station and candy is a much bigger hit.
  - No station-by-station profit analysis as every student participated in each station.
- General account balance is \$20,895.32
- Budget is overall good. Even if we don't do another fundraiser, we will have a carry over. We budgeted tight this year not knowing whether we would be able to run any fundraisers.

- Looking for a New Treasurer: Budget is usually prepared in April, this is Shannon's last year at the EMM and she would like to train someone through April, May & June so they are prepared for September. If you are interested in running for treasurer this year please reach out.

## 7. DPAC Report:

- Reporting on DPAC Meeting held November 24th
- Guest speaker was from Family Smart "Beyond Behaviors 13-18 yo"
  - <https://dpac43.ca/wp-content/uploads/2021/11/November-Newsletter-2021.pdf>
- Dec. 7 DPAC stand-alone workshop was delivered by BCIT and Post Secondary BC. I draw your attention again to [postsecondarybc.ca](http://postsecondarybc.ca) for a comprehensive tool on understanding post-secondary learning, institutions, programs and how to get there. For students interested in BCIT, it's important to know that these programs are mostly set, no room for electives but offer great practical experience. Also, students at BCIT learn in cohorts which makes for good peer collaboration opportunities.
- The next DPAC General meeting is on Jan.26. Guest presentation will be from CrossRoads Hospice and BC Bereavement Helpline. See [bcbh.ca](http://bcbh.ca) for a taste of their services and Past recordings.
- All parents are invited to DPAC meetings, which are very accessible by Zoom Wednesday, January 26. Email [110-pac@sd43.bc.ca](mailto:110-pac@sd43.bc.ca) for a link.
- January Newsletter from BCCPAC. BCCPAC is the parent voice at provincial tables. Read this newsletter to get a taste of discussions and decisions made for the safety and education of our students <https://mailchi.mp/bccpac/2022-01-02-january-newsletter?e=1e6d539269>

## 8. Events

- Winter Market Report
  - Thrilled that we fit it into December and were able to run it.
  - Thrilled with the parent response. 52 parent volunteers! We made a point of making sure we found a spot for everyone who stepped up to volunteer.
  - Overwhelming support for this style of event. It worked well and was a good moneymaker.
  - It felt risky buying so many supplies as it had not been done in the past, but it worked well and there was not much left over.
  - The day felt good. It was a pleasure to see how well everything ran.
  - Parent comment: it felt like good value for money. Prepaying for the 2 events, (Movie snack and craft day) as one was excellent.
  - Environmentally we strove to make sure this wasn't a junk fest. That what was created would be used or consumed and not create garbage.
  - Candy was well managed by Rena's team; Advanced planning and math were needed before measuring out candy and scooping into boxes!
  - If anyone else has feedback, please let us know as we'll collect it and keep it for next year.
- Munch-a-Lunch (Lisa):
  - Covid is making this a challenge. We are stuck until we can get the go ahead to run the program as we can't go to restaurants and make plans until we have permission to run.
  - It feels difficult in the current context to run this without it being a lot of work.

- With a high student absence rate, it also creates challenges for late cancellations and left over food.
- Not knowing what the guidelines are it will be unreasonable to run a full program. Instead, we'll run a couple of special days/ theme days.
- This will give an opportunity to get some parent volunteers involved and hopefully reduce the Munch debt on our books before the end of the year.
- Gr. 8 Leaving
  - Committee was struck: Lisa, Shannon, Diane, Katie, Meagan, Tao (Summer)
- AGE Update
  - Board of Education held a meeting Dec 21, 2021; minutes have not been posted on the *SD43 site*.
  - This was less of a meeting and more of a presentation/webinar. There was no discussion option unless those watching had raised their question ahead of time by email. The instruction to do so was not available in the early drafts of the agenda. The public was muted during the webinar.
  - At the meeting the motion was passed to put the bylaw in place so the statutory right of way can happen. The bylaw is essential so that the pipe can go from AGE septic system to the existing municipal sewer pipe on SD43 property. *"The Board of Education passed a motion to hold all 3 readings and have all 3 readings, final passage and adoption of Anmore Green Estates Sewer Connection Statutory Right of Way Bylaw."*
  - The passing of this motion does not address that the 2 parties are still stuck on some points of "the agreement."
  - School Board treasurer is firm on protecting the taxpayer, AGE is concerned about the unknown cost.
  - Thank you to Sharon and Marcella who wrote to the Ministry of the Environment.
  - We are still taking baby steps toward a solution. The hope is to have this resolved by August although that may be unlikely.

9. Other Business

- No New Business

10. Adjournment

- Lisa C motioned to adjourn the meeting at 8:40pm
- The next meeting will be February 8<sup>th</sup>, 2022



# Scholastic Esports

Parent Information Session  
Simon Kwok

Presentation template provided by [Slidesgo](https://www.slidesgo.com/).

## What is Esports?



Organized competitive video gaming



Always human vs human; individual or team-based depending on titles

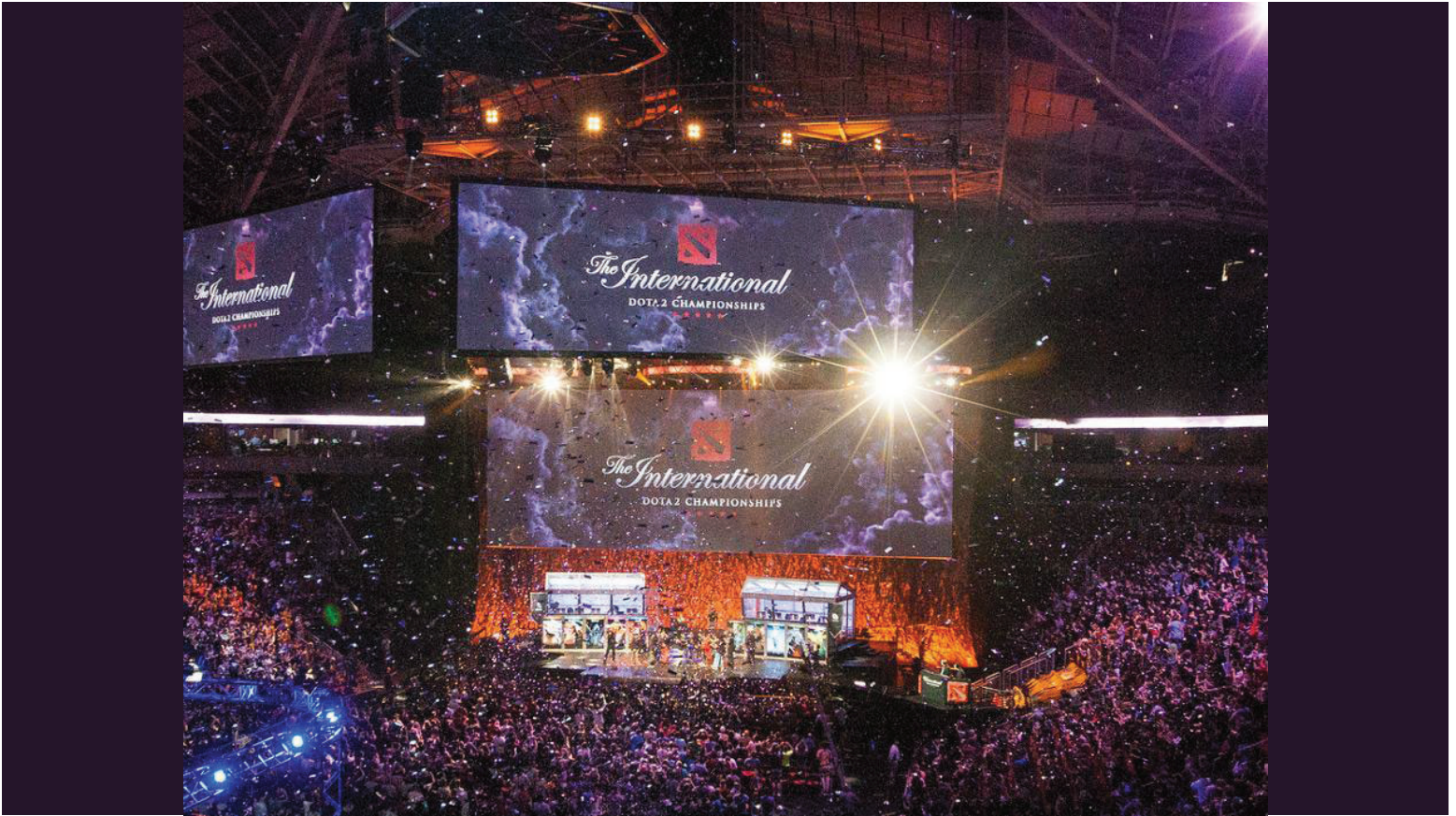


Tournaments (online and offline) for prizes/medals



Has become a global community and industry





# What is Scholastic Esports?



## Bringing Video Games into Educational Settings

“If you are having fun, if you are motivated, mildly competitive and focusing on the task you will enjoy it. Enjoyment is the sign that there are chemicals in your brain which make your brain ready to learn. So, playing increases the number of synapses and helps positively reorganize your brain.”

**Professor Janet Eyre – Pediatric Neuroscientist**  
*[“Brain, Gaming Technology, and Rehabilitation” – TEDxNewcastle](#)*

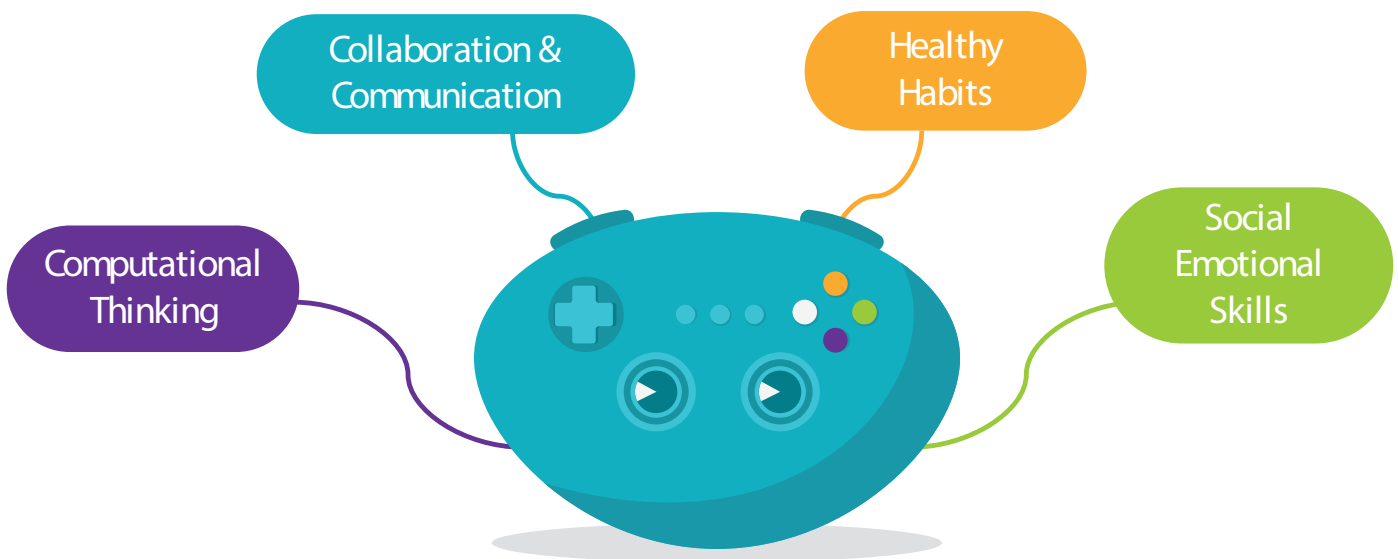




# What is Scholastic Esports?



## Developing Competencies Through Playing Games



## Algorithmic Thinking

Coming up a list of steps amidst various conditions to complete a task.

*Gamers: What is my plan of action? What are my possible moves?*

**Curricular connections:** Sequencing, organizing

## Decomposition

Breaking a problem down into smaller pieces.

*Gamers: What are the objectives I would need to complete in order to be successful?*

**Curricular connections:** Solving math problems, chunking work into manageable pieces

# Computational Thinking in Gaming



## Pattern Recognition

Finding similarities between things.

*Gamers: What does my opponent tend to behave? Is there a visual pattern out there for me to move?*

**Curricular connections:** Making comparisons, extracting information from data

## Abstraction

Removing details and extracting relevant information.

*Gamers: This opponent/condition is not posing a threat to me so let's focus on something else*

**Curricular connections:** Summarizing, finding the main ideas

# Communication & Collaboration in Gaming

## Common Goal

Many games require teamwork in order for players to complete tasks/achieve success

## Social Intelligence

Having the ability to quickly assess the emotions of those around them and adapt their words



## Efficient Communication

Consistency and clarity when communicating allow teammates to work efficiently

## Connected Learning

Linking passions/interests (with support from friends and caring adults) to academic achievement

# Healthy Habits in Gaming

Balance

Taking breaks to get up and move; time budgeting

Physical Well-Being

Taking care of our bodies (wrists, hands, back and neck)

Nutrition

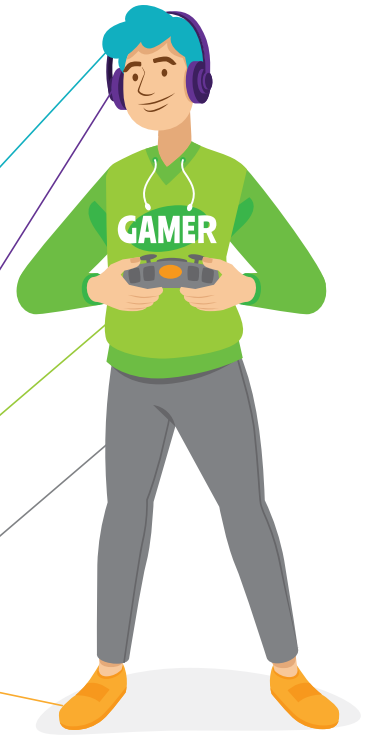
Competitive gamers follow a healthy diet regimen to take care of their bodies to increase skill and performance

Hydration

Dehydration has impacts on moods, cognitive function, and even joint lubrication

Rest

Sufficient sleep helps with performance, such as recall and reaction time



# Social Emotional Learning in Gaming

Social Emotional Learning is the...



1

Capacity to recognize and manage emotions

2

Capacity to solve problems effectively

3

Capacity to establish positive relationships with others

# Social Emotional Learning in Gaming



G		<p>Have I accomplished my school and personal responsibilities for the day to ensure continual <b>GROWTH</b> and progress before game play?</p>	E		<p>Is my physical <b>ENVIRONMENT</b> safe, comfortable, and decluttered for game play?</p>
<hr/>					
A		<p>Have I completed any movement and/or physical <b>ACTIVITY</b> prior to game play?</p>	R		<p>Have I nurtured my <b>RELATIONSHIPS</b> by connecting to people I love and care about prior to game play?</p>
<hr/>					
M		<p>Did I get enough rest, relaxation, and sleep to recharge my <b>MIND</b> for game play?</p>	S		<p>Have I provided healthy <b>SUSTENANCE</b> to my body by eating and drinking enough water prior to game play?</p>

# What is Scholastic Esports?



A

Bring video games into an educational setting

B

Developing competencies through playing games

Connections to career pathways

C

D



## Esports career pathways



### TRANSFERABLE SKILLS DEVELOPED THROUGH PARTICIPATION IN ESPORTS:

Teamwork • Leadership • Communication • Strategic thinking • Problem solving • Decision making  
Analytical skills • Cyber skills • Ability to multi-task • Dexterity • Improving processing ability and reaction times

### ROLES IN ESPORTS

Professional Player  
Coach  
Shoutcaster / Host  
Analyst  
Journalist  
Observer  
Admin (referee)  
Broadcast / Production  
Community / Social Media Manager  
Team / Player Management & Operations  
Streamer / Influencer  
Video Editor / Photographer

### ACADEMIC LINKS

Computer Science  
ICT  
Sciences  
Technology  
Engineering  
Mathematics  
Creative Media  
Business Studies  
Entrepreneurship  
Games Development  
Sport

### CAREERS IN TECH / DIGITAL / STEM INDUSTRIES

Cyber Security  
Software Development  
Big Data & Analytics  
Cloud Solutions  
Network Engineering  
Mobile Technologies  
Digital Engineering  
Artificial Intelligence  
UI / UX Design  
Network Management  
Virtual Reality  
Software Engineering

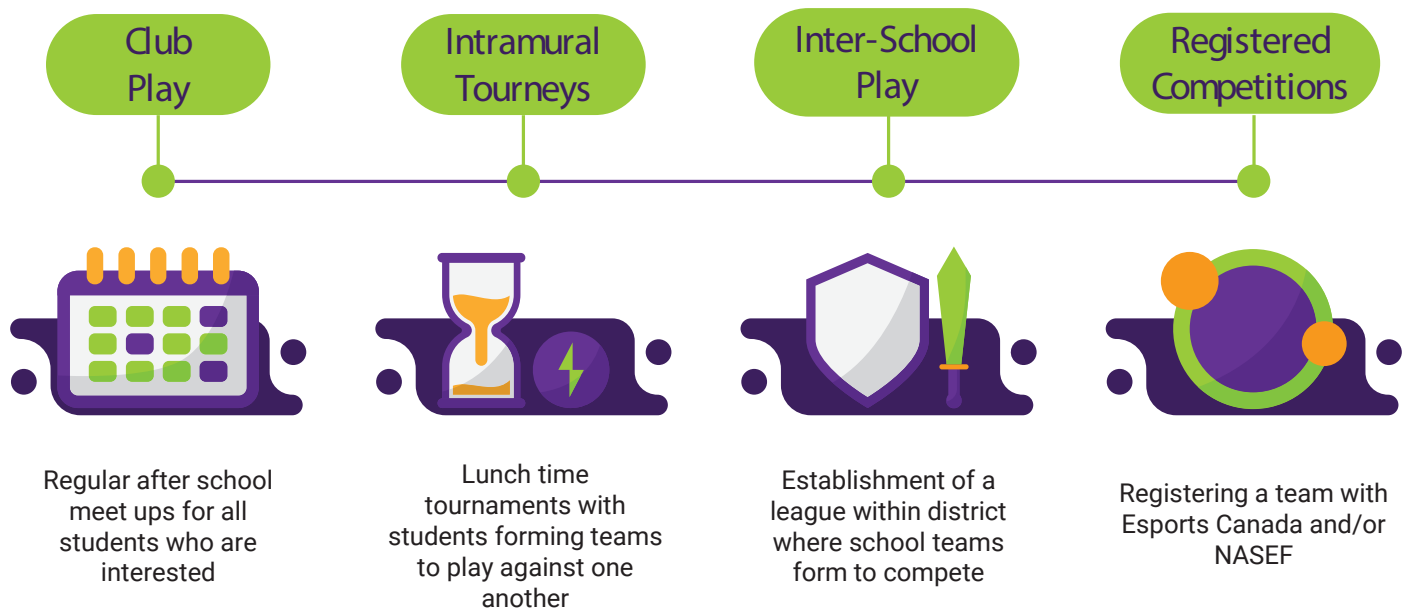
### GENERAL ROLES

Marketing • Sales • Advertising • PR • Branding • Merchandising • Media  
Event management • Social media • Design • Business development

# What is Scholastic Esports?



## Vision and Potential for Scholastic Esports at EMM



# Game Selection Criteria for Scholastic Esports



## Possible Games for Scholastic Esports at EMM



### Minecraft: Education Edition

Block-based building game; Free for all SD43 users; available on Windows, Mac, Chromebooks, and iPads



### Rocket League

"Soccer with cars"; free to download and play on PC, Xbox, PlayStation, and Nintendo consoles; support cross-platform play



### Mario Kart

Racing game on the Nintendo Switch; Up to 4 players can play at once



### Overcooked!

Collaborative cooking game for PC and major consoles; Up to 4 players can play at once; Moving Out is a similar title