Representative Barbara Smith Warner House District 45



Access to Summer Learning: Expanding Title I Schools Summer Programs HB 2602

The Ways and Means Subcommittee on Education will be hearing many bills that seek to address the problem of summer learning loss. HB 2602 supports providing access to structured and instructional summer learning programs.

The Problem: Summer Slide

Children living in poverty and those attending low performing schools are less likely to have access to educational and enriching opportunities in the summer months. These children are at a significant disadvantage when compared to their middle income peers, who continue to learn and develop skills over the summer, returning to school prepared to excel.

Schools in these low income communities are struggling to support the needs of their students in the traditional school year, and do not have the budget to offer summer programming for students. Summer Slide contributes to schools falling short of achievement goals. When students fall behind, Oregon falls behind.

The Solution

Make funds available to low performing, high poverty, other Title I schools and Targeted Other Title I schools across the state of Oregon.

HB 2602:

This bill expands the Oregon Education Department's Summer Achievement Grant pool from \$500,000 to \$1M. In addition, it will expand the number of schools served by summer learning grants from 13 to 30.

To receive a grant, qualified schools must:

- Have a low performing status as defined by the Department of Education, Title I specifications, or have been identified by ODE as needing greater support. Eligible schools are listed in the attached document.
- Use funds for a summer program that will provide at least 60 hours of academic instruction.

This program is a compliment to expanding opportunities through library access on campuses and in communities. (HB 2650 and HB 2479). ODE will work to avoid duplicating summer school funding by giving priority to schools not receiving other summer school grants.