

Parent/Guardian Contract
1. What is your child's name, or your children's names? What are your names?
2. Please tell us why The Grove Community School is a good fit for your child(ren).
3. Help us understand your hopes for how you might participate as a community member. (Note that families are strongly encouraged to volunteer between two and five hours per month.)
I have read and understand The Grove Community School Handbook. (See the handbook at thegrovecommunityschool.ca under About Us.)
I support and agree to help uphold The Grove Community School's core values.
I can commit to volunteering time to The Grove, with the knowledge that there are a variety of ways to do so.



About the Parent/Guardian Contract

Dear Families:

Parent involvement is part of what makes The Grove an alternative school, and your involvement is key to creating and sustaining the vibrant learning environment at The Grove.

The Grove Parent Council requests that new parents sign this contract signifying their agreement to uphold The Grove's philosophy and code of behaviour, as well as their willingness to contribute volunteer time.

Options for volunteer contribution include: helping organize events, going on field trips, attending parent council meetings, joining a volunteer team, or helping a teacher in the classroom.

After you have accepted a spot at The Grove for your child, the Parent/Guardian Contract is shared with The Grove's Parent Council. The council will use the information gathered to help families contribute to the community in ways that work for them.

The contract does not determine who is entered in to the lottery, and there are no wrong answers. All complete applications are entered into the lottery for available spaces.

All applications should include:

- Optional Attendance Form Elementary
- Student Registration Form Elementary
- Parent/Guardian Contract

Thank you for your interest in The Grove Community School.

Sincerely, Elaina MacIntyre, Parent Council Co-Chair Jason Bomers, Parent Council Co-Chair