



## Eligible Activities

Where an event or activity does not clearly fall within the guidelines, the principal of the student's school has the discretion to approve or reject any activity or event that does not conform to the guiding principles and ethical standards for approved areas of involvement for students. The following list provides examples of activities that, if within the intent and spirit of the applicable guidelines and ethical standards, are suitable for completion of the community involvement requirement:

- 1. FUNDRAISING FOR NON-PROFIT ORGANIZATIONS**  
Includes canvassing, organization of walk-a-thons for community benefit; celebrity games, gift-wrapping, gala events, and sales for charitable purposes.
- 2. SPORTS/RECREATION FOR NON-PROFIT ORGANIZATIONS**  
Includes coaching, and helping to organize Special Olympics, track meets and summer games, or volunteering as a leisure buddy or pool assistant.
- 3. COMMUNITY EVENTS**  
Includes helping to organize winter carnivals, parades and summer fairs.
- 4. COMMUNITY PROJECTS**  
Includes participating in organized food drives; or support services for community groups such as 4H Clubs or community service clubs.
- 5. ENVIRONMENTAL PROJECTS**  
Includes participating in community clean up, flower/tree planting, recycling, and general beautification projects and activities.
- 6. VOLUNTEER WORK WITH SENIORS**  
Includes assisting in a seniors' residence, e.g. - serving snacks, helping with activities or portering, or participating in visiting and reading programs.
- 7. COMMITTEE WORK**  
Includes participation on advisory boards, neighbourhood associations and regional associations.
- 8. RELIGIOUS ACTIVITIES**  
Includes participation as a volunteer in programs for children, child minding, Sunday School assistance, special events and clerical tasks.
- 9. YOUTH PROGRAMS**  
Includes volunteer assistance with the operation of youth programs such as 4H, Boy Scouts, Girl Guides, Drop-in Centre activities, breakfast programs, March break programs, Leaders in Training, summer playground activities, and camps.
- 10. OFFICE /CLERICAL WORK FOR NON-PROFIT ORGANIZATIONS**  
Includes volunteer activity in reception, computer work and mailings for individuals or groups providing charitable or general community benefit.
- 11. WORK WITH ANIMALS**  
Includes volunteer involvement with animal care, horseback riding programs, or volunteer assistance at a local zoo or petting farm.
- 12. ARTS AND CULTURE**  
Includes volunteer organizational assistance at a gallery, performing arts production or program, or in a community library program.
- 13. ACTIVITIES FOR INDIVIDUALS**  
Includes any volunteer activity that assists someone who requires assistance with shopping, tutoring, light snow removal (no use of a snow blower), housekeeping, writing letters or transcribing, or involves hospital visitation, voluntary involvement with chronic care, or service as a volunteer reading buddy.
- 14. SCHOOL COMMUNITY SERVICE**  
May include service within the school community that provides benefit to others that takes place outside the regular school day. These activities must be approved at a local level by the school principal or designate in advance of the commencement of the activity.

Activities not identified on the School Board's list of Approved Activities must obtain approval from the Principal or designate before starting the activity. If completed without permission and permission is subsequently denied, the activity or event will not be counted toward the student's community involvement requirement.

## Mandatory Community Involvement

### Activity Record



As stated in Ontario Secondary Schools, Grades 9 to 12: Program and Diploma Requirements, 1999 (OSS), every student who begins secondary school during or after the 1999 - 2000 school year must complete a minimum of 40 hours of community involvement activities as part of the requirements for an Ontario Secondary School Diploma (OSSD). The purpose of the community involvement requirement is to encourage students to develop an awareness and understanding of civic responsibility and of the role they can play in supporting and strengthening their communities. (OSS: page 9)

The YMCA Academy welcomes the opportunity to acknowledge the contributions our students make in their communities.

### Steps to Completing your Community Involvement Activity

1. In consultation with your parents, **CHOOSE** a community involvement activity.
2. **CONTACT** the person or organization to explore the possibility of a volunteer activity.
3. **CHECK** the Community Involvement Manual for the list of eligible activities.
4. **ENSURE** that no activities from the ineligible list appear on this form.
5. **VOLUNTEER** a minimum of 10 HOURS EACH YEAR. Don't leave it until you are in Grade 12.
6. **COMPLETE** the Community Involvement Activity Record as you finish each activity.
7. **SUBMIT** the form to the school when you have completed 40 or more hours.
8. **KEEP** a copy for your own records.