

Dear ECASD Families,

The Eau Claire Area School District will modify its summer program this year to be 100% At-Home Learning. The closure of schools through June 30 and the unknown timing of the Badger Bounce Back Plan prevent us from planning and implementing a predictable, in-person summer program. By working with teachers and administrators we are creating an equitable, accessible, sustainable and flexible plan. We are also rapidly developing contracts with our community partners to deliver At-Home Learning summer programming through their organizations.

Creating the program has many key milestones: program design, enrollment, staffing, logistics planning, and implementation. These milestones will be completed in a compressed timeline, and will be posted on the District's summer school page, [www.ecasd.us/summer](http://www.ecasd.us/summer), beginning Monday, May 11. This webpage will evolve as we approach the first summer programs beginning at the secondary schools on June 15. All elementary schools will begin their programming together on July 27. Partnership programs will be distributed throughout the summer months.

Some of you have registered for summer programs already. The following scenarios are possible for your student, with communications beginning this week from both the ECASD and its partners.

- In some cases the courses will be modified, and you will be asked if you would like your student to remain enrolled.
- In some cases the courses will be significantly modified, enrollments will be cleared, refunds for material fees will take place (if applicable), and you will be informed that the enrollment process will begin again.
- In some cases the courses may be cancelled and you will be notified of any refund for material fees (if applicable).
- There will also be opportunities for new enrollments to take place for new courses.

We thank you for your support of our students during this unprecedented time and look forward to a rewarding summer program!

Sincerely,

ECASD Summer Programs