Public Health and Safety Agencies

The superintendent shall work cooperatively with the Police, Fire and Health departments of the City to promote education and a safe learning environment through proper planning and the integration of cooperation and collaboration. The Superintendent is authorized to formulate administrative regulations necessary to implement this policy.

Education:

Building principals shall be responsible for maintaining contact with the police, fire and health departments to promote health and safety programs within the schools. The principal shall:

- Coordinate with faculty in selecting and scheduling cooperative educational efforts.
- Coordinate and supervise planned activities.
- Ensure periodic fire drills are conducted prescribed by state and local regulations.
- Make referrals to the school nurse for families who cannot afford medical or dental care, especially in the case of required vaccinations and immunizations.
- Provide educational activities conducive to good health and safety practices incorporating both home and school settings.

Safety:

• Safe Schools Team

The Portsmouth School Department shall be a member of the Portsmouth Safe Schools Team to promote a safe learning environment for students. The team may be comprised of representatives of the School Department as determined by the Superintendent of Schools, Portsmouth Fire and Police Departments, , City and County Attorneys, the School Resource Officers, parents and members of the community.

The Superintendent of Schools is authorized to enter into Memoranda of Understanding with other municipal departments to implement this policy.

• Emergency Management Team

Each school within the district shall have an Emergency Management Team to meet on a regular basis to review school safety, preparedness and response procedures.

The team shall consist of the building principal, teachers, custodian, counselor, nurse, secretary, resource officer, and parent and community members selected by the Superintendent of Schools.