

# BARRINGTON HIGH SCHOOL

220 Lincoln Avenue  
Barrington, RI 02806



HOME OF THE EAGLES

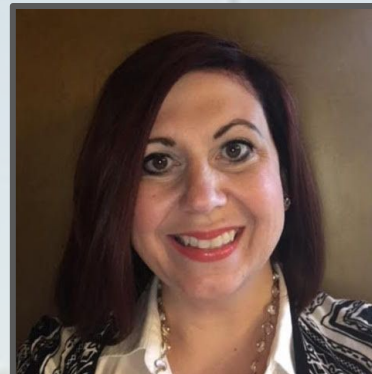
# Barrington Public Schools Administrators

*"Empowering all students to excel"*



Michael B. Messore, III,  
*Superintendent of Schools  
Barrington Public Schools*

Michael Messore has 30 years of experience in education and 20 of those years in the Barrington School System. Mr. Messore started his career in Barrington as an Assistant Principal at the Middle School and became Superintendent of Schools in 2012.



Dr. Paula Dillon, Ed.D.  
*Assistant Superintendent  
of Curriculum and Instruction*

Dr. Dillon has a combined 27 years in the field of education ranging from teaching special education at the high school level to adjunct professor at the college level. Dr. Dillon has spent the last 12 years as an administrator, 9 of those years here in Barrington.

# Barrington High School Administrators



Mr. Joseph Hurley  
*Principal*  
*Barrington High School*

Joseph Hurley has 40 years of experience in education and 19 of those years are in Massachusetts. Mr. Hurley started in RI as an Assistant Principal in 1999 and became Principal at BHS in 2009.



Mrs. Nicole Varone  
*Assistant Principal*  
*Barrington High School*

Nicole Varone has 16 + years of experience in education. All of Mrs. Varone's years in education have been here at BHS with 6 as a Social Studies teacher and the last 11 years as an Assistant Principal.



Mr. Edward Daft  
*Assistant Principal*  
*Barrington High School*

Edward Daft has 29 years in of experience in education in Rhode Island. Over the past 20 years he has been an administrator in different capacities. For the past 8 years to present, Ed has been the Assistant Principal at BHS.

# Barrington High School Profile

## Barrington High Counseling Department

Toni Corry, *Director of School Counseling*  
Dawn Cacchillo, *School Counselor*  
Stefanie Mezzanotte, *School Counselor*  
Jennifer Ruhle, *School Counselor*  
Samantha Stebenne, *School Counselor*  
Brenda Lamanna, *Administrative Assistant*  
401-247-3154

## Community Information:

Barrington is a suburban, residential community with a population of 16,310 and is located within 10 miles of Providence. Residents are mainly business and professional families.

## Curriculum:

Barrington High School offers approximately 163 courses. The curriculum includes a broad range of courses in Art, Business Education, Computer Science, Family and Consumer Science, Music, Technology Education, and Theatre as well as elective courses in all of the basic academic areas. Reading and Special Education programs are available. Early admission to college, concurrent enrollment, independent study, and attendance at the regional vocational school are available to students.

**Enrollment:**

**Average class size:**

**Accreditation:**

**Faculty:**

**Student-Staff Ratio:**

**CEEB Code:**

1144 Students in grades 9-12

21

New England Association of Schools and Colleges

101, the majority of whom hold a Master's Degree

14 to 1

400000

## School:

## Grading System:

A+	97-100	4.330
A	93-96	4.000
A-	90-92	3.670
B+	87-89	3.330
B	83-86	3.000
B-	80-82	2.670
C+	77-79	2.330
C	73-76	2.000
C-	70-72	1.670
D+	67-69	1.330
D	63-66	1.000
D-	60-62	0.670
F	0-59	0.000



## Graduation Requirements

The Rhode Island Department of Education has developed a Diploma System that affects all public high school students. Barrington High School students must complete a minimum of 23 academic credits. Along with the successful completion of these credits, students must also demonstrate proficiency in six core academic areas (English, mathematics, science, social studies, technology\*, and the arts) through multiple measures including coursework, proficiency tasks, and performance-based diploma assessments that incorporate applied learning skills. To help individual students attain proficiency, an Individual Learning Plan must be created to provide the framework to identify a student's goals and the pathways used to achieve the necessary skills for success. A student's ILP is a dynamic process that will be actively used by educators, students, and families to guide and monitor student progress along individual pathways toward proficiency for graduation and post-secondary work or schooling.



# Career and Technical Education

(Certification Pathways)

# Barrington Public Schools CTE Pathways

- Unlike Barrington High School Experiential Pathways that are not part of the CTE program, the CTE pathways result in an industry-recognized certification through an assessment

## CTE Pathways Enrollment Criteria

- Entering Freshmen may declare a CTE Pathway  
*(Fall Semester Sophomores only may declare an Experiential Pathway)*
- Prerequisite for entry into the program includes the successful completion of Algebra 1 prior to enrollment.
- Enrollment in College Preparatory, Honors, or AP Course of Study
- Strong academic standing in the prior school year
- Documented level of proficient or higher on state math and literacy assessment or other District approved assessment
- Strong record of attendance
- Exemplary conduct record
- Out of District Students must remain enrolled in the program, remain in good standing, and complete all criteria outlined to maintain enrollment at Barrington High School
- All seats are first awarded to Barrington Students after course selection is completed. Remaining seats are eligible for application for Out of District Students



# Architecture

## Pathway Courses

Wood-Working  
Computer-Aided Design  
Fine Arts Elective - Studio Art or Drawing 1  
recommended  
EEP Architectural Design

## Work-Based Learning

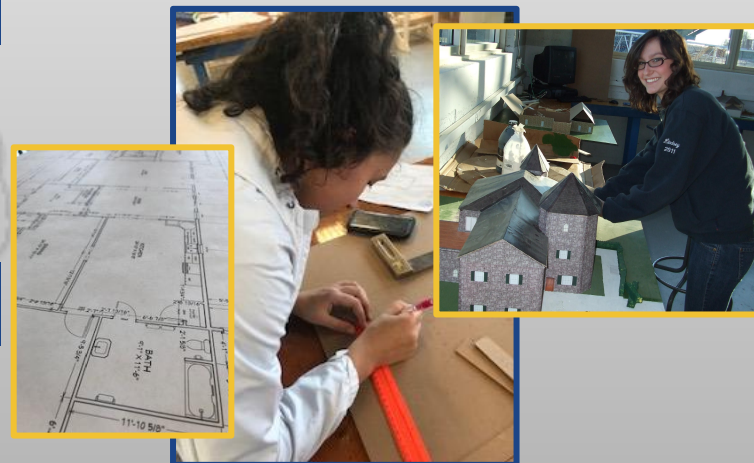
80 hours over 4 years  
(options include: 50 hours of internship,  
apprenticeship, service-learning, and industry  
project)

## Assessment for Certification

State-approved NOCTI Assessment or  
SolidWorks Certification

## Core Classes

4 Math  
*(including a minimum of pre-calculus)*  
4 ELA  
3 Science  
3 Social Studies including Economics  
and Government



# 3-D Design

## Pathway Courses

Computer-Aided Design

Graphic Design 1/2

Fine Arts Elective(s) - Studio Art or Drawing I are recommended. Must take 1 full year credit

Digital Imaging 1/2

## Work-Based Learning

80 hours over 4 years

(options include: 50 hours of internship, apprenticeship, service-learning, and industry project)

## Assessment for Certification

Adobe Certification or SolidWorks Certification

## Core Classes

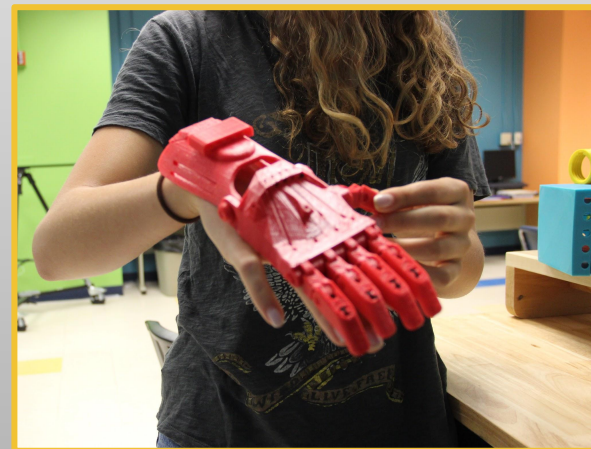
4 Math

*(including a minimum of pre-calculus)*

4 ELA

3 Science

3 Social Studies including Economics and Government





# Computer Information Sciences

## Pathway Courses

Python ½ Credit  
APP Inventor ½ Credit  
AP Principles of Computer Sciences  
AP Java  
Computer-Aided Design

## Work-Based Learning

80 hours over 4 years  
(options include: 50 hours of internship,  
apprenticeship, service-learning, and industry  
project)

## Assessment for Certification

AP Principles of Computer Science - Required  
AP Java - Required  
SolidWorks certification - optional

## Core Classes

4 Math  
*(including a minimum of pre-calculus)*  
4 ELA  
3 Science  
3 Social Studies including Economics  
and Government



# Pre-Engineering

## Pathway Courses

Computer-Aided Design

Pre-engineering

EEP Architectural Design or AP Principles of  
Computer Sciences

*\*Drawing I is recommended if EEP Architecture  
Design is chosen*

## Work-Based Learning

80 hours over 4 years

(options include: 50 hours of internship,  
apprenticeship, service-learning, and industry  
project)

## Assessment for Certification

SolidWorks Certification

## Core Classes

4 Math

*(including a minimum of pre-calculus)*

4 ELA

3 Science including Physics or Chemistry

3 Social Studies including Economics and  
Government



# Television Production

## Pathway Courses

Introduction to Television/Video Production 1/2

Broadcast Journalism 1/2

Event Broadcasting 1/2

Film Studies 1/2

*Two of the following:*

*Graphic Design, Journalism, Acting for Film and Television, Creative Writing, Digital Imaging, Public Speaking or International Studies*

## Work-Based Learning

80 hours over 4 years

(options include: 50 hours of internship, apprenticeship, service-learning, and industry project)

## Assessment for Certification

State-approved NOCTI Assessment

## Core Classes

4 Math

4 ELA

3 Science

3 Social Studies including Economics and Government



# Television Audio Production

## Pathway Courses

Electronic Music I (½)

Audio Production I and II (1)

Introduction to Television/Video Production (½)

Broadcast Journalism ½ **or** Event Broadcasting (½)

One of the following:

*Graphic Design, Journalism, Acting for Film and Television, Creative Writing, Digital Imaging, Public Speaking or International Studies, Electronic Music I and II*

## Work-Based Learning

80 hours over 4 years

(options include: 50 hours of internship, apprenticeship, service-learning, and industry project)

## Assessment for Certification

State-approved EEP Program or State Approved NOCTI

## Core Classes

4 Math

4 ELA

3 Science

3 Social Studies including Economics and Government



# Television Graphics Communication

## Pathway Courses

Graphics Design (½)  
Digital Imaging (½)  
Introduction to Television/Video Production (½)  
Broadcast Journalism (½)  
Event Broadcasting (½)  
One of the following:  
*Journalism, Acting for Film and Television,  
Creative Writing, Public Speaking or  
International Studies, Electronic Music I and II,  
Audio Production I and II*

## Work-Based Learning

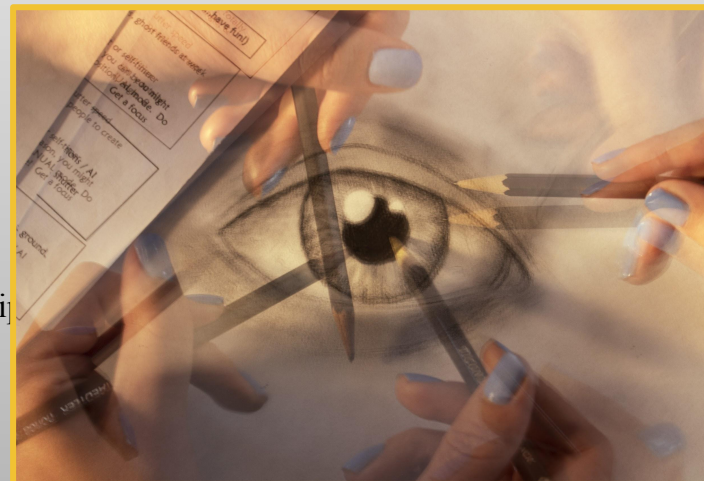
80 hours over 4 years  
(options include: 50 hours of internship, apprenticeship,  
service-learning, and industry project)

## Assessment for Certification

State-approved EEP Program or State Approved NOCTI

## Core Classes

4 Math  
4 ELA  
3 Science  
3 Social Studies including Economics  
and Government







# Experiential Pathways



# What are the Components of a Pathway?

Students are eligible to earn an Experiential Pathway Endorsement if they have successfully completed three components:

- Academic study (courses beyond core)
- Career and interest engagement (ex. internship/externship)
- Application of skills (ex. Senior Project)

The criteria to fulfill each of the three components are outlined in the program of studies commencing with the Class of 2021.

Students are also eligible to propose an individual Pathway to the PBGR team for approval

# Can My Child Earn a Traditional Diploma?

Yes, students who prefer not to engage in the Pathways and/or Seal of Bilingual Literacy, outlined previously can work toward a traditional diploma by:

- Demonstrating proficiency through common tasks and assessments, or portfolio as outlined by their courses
- Completing 23 course credits
- Participating on state assessments (PSAT and SAT)
- Proficiency on their Senior Project
- Completing an Individual Learning Plan (ILP) in Richer Picture

# Business Pathway

## Finance

### Core Pathway Courses

Personal Finance 1 or 2  
Accounting 1  
Business Law

### Must Select 1 Beyond Core

Sports Marketing  
Personal Finance 1  
Personal Finance 2  
Public Speaking  
Fashion Merchandising

### Experience

30 hour field experience in a Business related field or 30 hours with the FBLA organization

### Overview

**THE FINANCE PATHWAY** offers students knowledge and experience in a variety of financial fields, including accounting, banking, marketing, and investing. Students will develop a strong background in developing their own personal financial strategies, as well as insight into how to help others manage their finances. The foundation of knowledge gained through the Finance Pathway will help prepare students for further post-secondary education in the field and/or help to manage their personal finances upon entering post-secondary job market.



## Experiential Pathway

# Business Pathway

## Entrepreneurship

### Core Pathway Courses

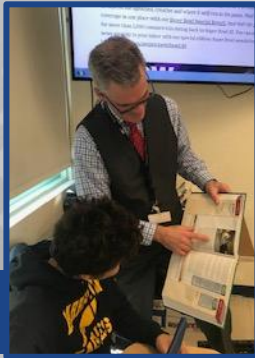
Entrepreneurship  
Sports Marketing  
Accounting 1 or Business Law

### Must Select 1 Beyond Core

Personal Finance 1  
Personal Finance 2  
Business Law  
Accounting 1  
Public Speaking  
Fashion Merchandising

### Experience

30 hour field experience in a Business related field or 30 hours with the FBLA organization



### Overview

**THE ENTREPRENEURSHIP PATHWAY** blends the “numbers” side of business and the “creative” side of business via, Accounting and Marketing. The Accounting course will allow students to learn the fundamentals of accounting using a sole proprietorship as a basis for study and will develop an understanding of business transactions, preparing financial statements, and interpreting financial statements as part of the management decision-making process. Marketing helps to drive this pathway and covers advertising, distribution, product development, sales promotion, and the marketing process. Both areas of study come together through the Entrepreneurship course as all aspects will now be applied.

## Experiential Pathway

# Business Pathway

## Marketing

### Core Pathway Courses

Sports Marketing  
Fashion Merchandising  
Business Law

### Must Select 1 Beyond Core

Entrepreneurship  
Accounting 1  
Personal Finance 1  
Personal Finance 2  
Public Speaking  
Graphic Design

### Experience

30 hour field experience in a Business related field or 30 hours with the FBLA organization

### Overview

**THE MARKETING PATHWAY** will get exposure into the business world related to both small and big business. In the field of marketing, the consumer is the primary focus, therefore, understanding the target market is vital part in operating a successful business. This pathway focuses on marketing from different perspectives with the same end goal, the consumer. The courses and field work will allow advanced application to take place both in the classroom and in the workplace environment.



## Experiential Pathway

# STEM Pathway

## Robotics

### Experiential Pathway

#### Core Pathway Courses

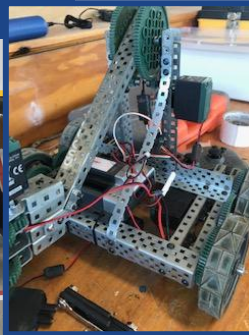
Biology  
Chemistry  
Physics

#### Must Select 1 Beyond Core

AP Computer Science A - JAVA  
Python  
App inventor(Math)  
Coding  
CAD  
Statistics  
Pre-engineering

#### Experience

Contribute to at least one core area for a robotics team: Coding, building and design, keeping the Engineering notebook, community outreach and promotion of robotics  
Participate in the qualifying competition for your team



#### Overview

**THE ROBOTICS PATHWAY** is for students who are interested in participating in building a robot that will compete in the FIRST Tech Challenge competition, held every year. Students in this pathway will participate in the design process (either of the mechanics of the robot or of programming the robot), the execution of the design, and in documenting work done on the robot in the Engineering Notebook. Students who select this pathway must be willing to meet with the Robotics Team(s) after school at least two afternoons per week during the fall and winter, and must participate in at least one competition (which are held on specified Saturdays during the winter). Students who pursue this pathway must be self-motivated, disciplined and develop or have strong collaborative skills.

# STEM Pathway

## Coding

# Experiential Pathway

### Core Pathway Courses

Math Requirements

### Must Select 3 Beyond Core

AP Computer Science A - JAVA

Python

APP Inventor

Any other approved course taken outside of BHS (*i.e. Advanced Course Network*)

### Experience

Students must participate in an activity that incorporates aspects of computer science. Opportunities include but are not limited to working at a business, performing research at a college, managing aspects of a computer network for an organization, participating on a robotics team, or working with a mentor to create an APP

### Overview

**THE CODING PATHWAY** is for students interested in enhancing their knowledge of computer science. Students electing this pathway will gain valuable coding skills as they learn a variety of programming languages. At the completion of this pathway, students will acquire a strong understanding of the skills necessary to pursue a career in computer programming.





# STEM Pathway

## Laboratory Technician

### Core Pathway Courses

Biology  
Chemistry  
Third Year of science

### Must Select 3 Beyond Core

Statistics  
Flinn Scientific safety course (online)

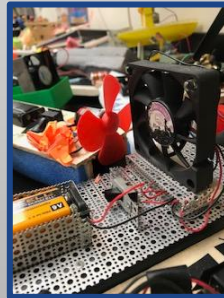
### Experience

- Keep a journal and a time log of work completed (20 hours)
- Complete the Flinn training (10 hours)
- Time log must be signed by supervising teacher
- Student must provide evidence of work completed for the year (*Application of learning ie. actual lab work*)

### Overview

#### THE LABORATORY TECHNICIAN

**PATHWAY** is for the detail-oriented student who is interested in furthering his or her skills in the science laboratory. The student will work with a supervising teacher to set up, break down, and/or facilitate execution of labs within the science department. Student will gain skills in lab safety and protocol and will gain a broad understanding of various lab activities across the science disciplines.



## Experiential Pathway

# STEM Pathway

## Science Research

### Core Pathway Courses

Biology  
Chemistry  
Third Year of science

### Must Select 3 Beyond Core

Anatomy  
Statistics  
AP Computer Science A - JAVA  
Python  
APP Inventor  
Calculus/Statistics (5th math)  
*Any other approved course taken outside of BHS  
(ie. Advanced Course Network)*

### Experience

Write Research proposal  
Conduct a literature review for the research  
topic  
Conduct Research

### Overview

**THE SCIENCE RESEARCH PATHWAY** is for students who are interested in pursuing independent science work that involves the science process. Students will be fully involved in finding a mentor who works in a given research area, planning their experiment, collecting data and reporting research to a general audience. Students who select this pathway must be willing to generate a literature review based on their research. Students who pursue this pathway must be self-motivated, disciplined and develop or have strong collaborative skills.



## Experiential Pathway

# Humanities Pathway

## Gov't & Citizenship

### Core Pathway Courses

World History  
United States History  
American Government and Politics  
Economics

### Must Select 3 Beyond Core

AP Comparative Politics  
International Studies  
Other approved courses include:  
*Advanced Course Network*  
*Journalism*  
*Advanced Journalism*  
*Public Speaking*  
*Media and Cultural Studies*

### Experience

30 hour field experience in a related field or in local government, Mock Trial, Model U.N., Model Legislature, or a government campaign.

### Overview

**THE GOVERNMENT AND CITIZENSHIP PATHWAY** will give students the opportunity to participate, examine, interpret, and be active in government at the federal, state, and/or local level. This program is structured so that the student can explore and design an experience in government and citizenship that allows the student to investigate the inner workings of different aspects of our government in order to fully participate as an American citizen. The pathway also allows students to build a foundation in this area that can continue throughout their college and career processes.



## Experiential Pathway

# Arts Pathway

## Music Teaching

### 1 Core Pathway Course

Music Theory  
Electronic Music  
Audio Production  
Drumming Class  
Music History  
Intro to Music.



### Must Select 1 Beyond Core

Concert Band  
Jazz Band  
Concert Choir  
Choral Ensemble

### Must Select 1 Beyond Music

Psychology  
World Language  
Art History  
Anatomy and Physiology  
*Advanced Course Network  
related specifically to  
education*

### Overview

**THE MUSIC TEACHING PATHWAY** will give students the opportunity to create, perform, respond and connect to music as indicated in the National Music Standards. The program is structured so a student can raise to higher levels of creating responding, performing and connecting throughout their high school career while also preparing for a career in teaching music. Students on the Music Teaching Pathway have many career choices open to them if they choose to continue their study of music in college.

### Experience

30 hours experience in the following opportunities include but not limited to: High School Music Directors Mentorship, Community Service Projects, Co-teaching Projects, Small Group Ensembles, Musical Theater Assistance, Mentoring at lower grades, Private study with recital, Internships, Unified Theater

## Experiential Pathway



# Arts Pathway

## Creative Writing

### Core Pathway Course

Language and Literature  
American Literature or American Studies  
British Literature or AP Language and Composition  
World Literature or AP Literature and Composition  
Creative Writing  
Playwriting

### Must Select 1 Beyond Core

Young Adult Literature  
Zombies, Aliens, and Plagues: Post-Apocalyptic Literature and Culture  
Gender Games: A Study of the Role of Gender Through Literature

### Experience

Students interested in writing a novel, short fiction, creative nonfiction, or poetry may choose a Genre Application Project with Ms. Suzanne Pickford (or another member of the English Department per request) or students interested in writing dramatic literature may choose a Playwriting Application Project with Ms. Spaziano.  
As part of those 30 hours, students in the Creative Writing Pathway must:

### Overview

Students in **THE CREATIVE WRITING PATHWAY** will be given the opportunity to explore writing in a genre of their choice in the effort to practice their craft and gain readiness for collegiate study in writing, as well as opportunities in publication. In addition to completing necessary academic courses aligned with this pathway, students will also gain meaningful experience working with a mentor in their chosen genre. As part of this experience, students will be expected to propose a project, writing a significant and relevant body of original writing, and conduct critiquing and workshops of relevant body of work with advisors or other students in the Creative Writing Pathway. Finally, students will complete an application project, where they will submit a body of work presented for publication and copyright.

Draft a project proposal  
Conduct and participate in critiquing workshops of relevant work with advisors and/or other students in the Creative Writing Pathway  
Collaborate with editors and advisors to develop a significant and relevant body of work. Examples include: 50,000 word novel; 25,000 word collection of short fiction or creative non-fiction; or thirty pages of poetry; a one act play

## Experiential Pathway





# Arts Pathway

## Music Performance

### 1 Core Pathway Course

Concert Band  
Concert Choir  
Jazz Ensemble  
Choral Ensemble

### Must Select 2 Beyond Core

Music Theory	Introduction to Drumming
Electronic Music 1	Music History
Electronic Music 2	History of Popular Music of the 20th century
Audio Production	

### Must Select 1 Performing Art

Introduction to Theatre  
Art History  
TV and Video Production



### Overview

**THE MUSIC PERFORMANCE PATHWAY** is aligned with the National Standards and is structured so that a student can participate in as many performance opportunities as possible, while also responding and connecting to the music in order to prepare for a career in Music Performance.

### Experience

As part of those 30 hours, students in the Music Performance Pathway must perform as part of a music ensemble activity including but not limited to any of the following:

Woodwind Brass Percussion String Chamber ensemble, Women's Men's A Capella Choir, Jazz Combo, Rock Band, Church Ensemble

## Experiential Pathway



# Arts Pathway

## Music Technology

### Core Pathway Courses

Electronic Music  
Audio Production

### Courses Beyond Core

Electronic Music 2  
Independent Study in Music Technology  
Perform in an ensemble such as Band, Jazz Ensemble, Chorus, Choral Ensemble etc.  
A course in Music Technology at an outside location such as the RI Philharmonic Music School



### Overview

**THE MUSIC TECHNOLOGY PATHWAY** is aligned with the National Standards and is structured so that a student can participate in as many technology opportunities as possible, while also responding and connecting to the music in order to prepare for a career in Music Technology.

### Experience

In addition to demonstrating proficiency through academic study, students in the Music Technology Pathway must complete a minimum of 30 hours working with a mentor in their chosen field of study.

As part of those 30 hours, students in the Music Technology Pathway may choose to do the following

- Organize a Concert or musical event
- Work as an Audio Engineer for a Musical
- Work with Bay Spring Community Center as an Audio Engineer
- Create an Album of original Electronic Music Compositions

## Experiential Pathway

# Arts Pathway

## Theater

### Core Pathway Courses

Introduction to Theater

Acting 1

Acting for Film and TV OR Playwriting and Screenwriting

### 1 Course Beyond Core

Acting for Film and TV (in addition to Playwriting and Screenwriting)

Playwriting and Screenwriting (in addition to Acting for Film and TV)

Studio Art

Basic Drawing

Digital Imaging

Graphic Design 1

Printmaking 1

Audio Production

Jazz Ensemble

Concert Band

Chorus

Electronic Music

Choral Ensemble



### Overview

**THE MUSIC TECHNOLOGY PATHWAY** Students in the Theater Arts Pathway are given the opportunity to explore, appreciate, create and be active in the theater arts. This program is structured for students to understand the theater as a collaborative act and to develop the skills and command the terminology and techniques used in the theater in order to participate fully as a theater artist. Students will explore the theater from both the onstage and backstage perspectives. The pathway allows for students to build skills that will transfer and be built upon in their post-secondary academic career as well as professional employment in the theatrical arts.

### Experience

In addition to demonstrating proficiency through academic study, students in the Theater Pathway must complete a minimum of 30 hours working with a mentor in their chosen field of study. Students can\*:

Write a play to be performed for the public, Assistant Direct a production, Direct a production, Stage Manage a production, Create and implement scenic design, Act in a theatrical production

\*Please see Ms. Spaziano for details about experiential learning requirements.

## Experiential Pathway



# Internship

# Barrington High School Internship Program

“Experiencing a world beyond the classroom”

## Purpose:

To foster productive partnerships between the local community and Barrington Public Schools while satisfying community needs through collaboration, interaction, 21st century thinking, and creativity.

## Credits Earned:

50 Hours = .5 Credit

100 Hours = 1 Credit

200 Hours = 2 Credits

The Internship Program is flexible to meet the needs of all our students. Students may choose to complete their internship during school hours or during their own time (after school, during breaks, and during the summer).

## What we do:

The Barrington High School Internship Program offers students the unique opportunity to explore a career field of interest and to gain valuable, real-world work experience while earning academic credit. Participating in the Internship Program allows students to:

- Experience a prospective career path before committing to years of preparation
- Receive academic credit
- Apply the knowledge and skills learned in the classroom
- Experience the standards and expectations of the working world
- Evaluate their employment skills and needs
- Gain a competitive edge for college and workplace applications
- Network with professionals in the field

\*Visit [www.bhscommunityboard.com](http://www.bhscommunityboard.com) for access to the Internship application

# Barrington High School Internship Program

## Internal Internships vs. External Internships:

### Internal Internship Opportunities:

Students have 3 opportunities within Barrington High School to complete an internship.

#### 1. iCreate Lab Student Leader

- a. The iCreate Lab is a student-led makerspace staffed with student mentor/tutors each period throughout the day. Student mentors also train and tutor the middle school student leaders in their makerspace.

#### 2. STAT

- a. The Student Technology Assistance Team led the charge for BPS to enforce a 1:1 district wide chromebook program. The student leaders assist the technology department with all chromebook needs and work with the middle school as they have rolled out STAT Junior.

#### 3. Sunrise Morning Show

- a. Sunrise is the student-led live daily morning show streaming on the Eagle News Network. The show is anchored and produced by BHS students in the BHS TV studio.



# Barrington High School Internship Program

Internal Internships vs. External Internships:

## External Internship Opportunities:

Students have many opportunities within the Barrington community and around the state. Students in the past have had the opportunities to intern in various industries such as:

- Medical
- Legal
- Business
- Culinary
- Marine
- Engineering
- Non-Profit
- Research
- Computer Science
- Media
- Journalism
- and many more



**Rhode Island Hospital**  
*Lifespan. Delivering health with care.®*



**Women & Infants**  
A MEMBER OF CARE NEW ENGLAND

**the Link**  
AGENCY  
*/market better*





# Contact Us:

## **Barrington Public Schools**

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### **Fax:**

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<http://www.barringtonschools.org/>

## **Barrington High School**

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### **Telephone:**

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<http://www.barringtonhigh.org/>

## **Barrington High Counseling Department**

401-247-3154

Toni Corry, *Director of School Counseling*

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Vanessa Wood, *School Counselor*

Jennifer Ruhle, *School Counselor*

Samantha Stebenne, *School Counselor*

Brenda Lamanna, *Administrative Assistant*

## **Barrington High School Staff**

George Finn, Athletic Director 401-245-7328

Greta Hobb, School Nurse 401-247-3155

Steve Lenz, Senior Project 401-247-3155

Daniel Monaco, Senior Project 401-247-3195

Bryan Caswell, Experiential Pathways 401-247-3150

Dana Pagliaro, Internship Coordinator 401-247-3150