



Cascade Campus Plan 2017 - 2019

Goal 1: Increase access to living wage jobs among marginalized populations

Goal 2: Provide target outreach to underserved and non-traditional populations

Goal 3: Increase the enrollment, retention, and completion rate for students of color

Goal 4: Make data-informed decisions regarding academic programs and student success initiatives

Goal 5: Expand and deepen engagement with N/NE Portland Community



Staff and Faculty Demographics

Employee Type	American Indian / Alaska Native	Asian	Black or African American	Hispanic	International	Multiracial	Unknown	White	Grand Total
FT Faculty	0	3	4	6	0	5	4	50	72
% of FT Faculty	0.00%	4.17%	5.56%	8.33%	0.00%	6.94%	5.56%	69.44 %	
PT Faculty	0	7	7	13	1	6	32	193	259
% of PT Faculty	0.00%	2.70%	2.70%	5.02%	0.39%	2.32%	12.36%	74.52 %	
FT Non-Instructional	2	12	27	9	0	7	6	93	156
% of FT Non-Instr	1.28%	7.69%	17.31%	5.77%	0.00%	4.49%	3.85%	59.62 %	20
PT Non-Instructional	1	5	4	2	0	1	0	16	29
% of PT Non-Instru	3.45%	17.24%	13.79%	6.90%	0.00%	3.45%	0.00%	55.17 %	
Grand Total	3	27	42	30	1	19	42	352	516
	0.58%	5.23%	8.14%	5.81%	0.19%	3.68%	8.14%	68.22 %	



Campus Goal 1: Increase access to living wage jobs among marginalized populations

- Last year, Vigor + PCC cohort program for general welding had an 80% job placement rate defined as full-time employment in Welding, earning \$20 or more per hour.
- Cumulatively, for all three Maritime cohorts so far, demographic and job placement data is as follows:
 - Completion 80.43%
 - Students of Color 27.66%
 - First Generation Students 78.38%
 - Fem/non binary/ transgender 38.30%



Campus Goal 1: Increase access to living wage jobs among marginalized populations

- Launched our Creative Coding & Immersive Technologies program. It is the only community college career technical program of its kind in the United States. The program was designed to resonate with and fuel Portland's growing creative technology sectors.
- Creative Coding & Immersive Technologies is working closely with Cascade's Opening Doors Project and the PCC Foundation to provide opportunities for communities historically and presently exclude from technology.



Campus Goal 2: Provide target outreach to underserved and non-traditional populations

- RAHS/POIC is working with Opening Doors staff to expand their Robotics
 Program. Once the Margaret Carter STEAM Project is fully operational, RAHS/POIC students will have access to space that allows for greater learning and creativity.
- Oregon Youth Authority and the Department of Human Services continue to send justice-involved youth to the Opening Doors Program to access educational and employment opportunities. We have approximately ten youth each quarter taking college classes and earning money through project-based learning.
- Self Enhancement, Inc. will send students to PCC as part of their summer programming for post-high students. The Skill Center will help create a meaningful summer experience for approximately 30 SEI students.



Campus Goal 2: Provide target outreach to underserved and non-traditional populations

- Enrolled through a partnership with the Skill Center and Mercy Corps,
 Coffee Creek Correctional Facility has 30 students taking Management and
 Supervisory Development courses within the Coffee Creek Correctional
 Facility. We will be looking to expand those courses into the Columbia
 River Correctional Institution in the summer of 2019.
- McCoy Academy still runs its high school in the Margaret Carter Technology Education Building and at times shares students with the Opening Doors Program



Campus Goal 3: Increase enrollment, retention and completion rate for students of color



Mr. Randolph Carter was hired as the new Campus Diversity and Inclusion Manager at Cascade.

He has thirty years of experience leading this work. Already, he has opened the Institute of Equity and Advancement and provided faculty with additional tools to implement culturally responsive pedagogy.

Randolph, The Cascade Inclusion Change Team and Diversity Council have teamed up to launch "Equity Matters," a new video series addressing issues related to diversity, equity, and inclusion on campus.



Campus Goal 3: Increase enrollment, retention and completion rate for students of color

- The Men of Color Center of Excellence in Education (MoCCEE), funded by the President's Excellence, launched in September 2018. Using a three-pronged approach the center seeks to support 100 men of color across the district. To date they have served 72 students through advising, workshops, events and FYE Courses
- We ran the PCC Cascade Pre-College Academy this summer. It is a 5-week college
 preparation program that enhances students' readiness and prepares them for
 - successful transition from high school to college and beyond



Campus Goal 3: Increase enrollment, retention and completion rate for students of color

- *Cascade TLC Faculty Development Offerings:
- Building Intercultural Classroom Community from Day 1
- Interrupting Classroom Microaggressions
- Islamophobia
- Interrupting Gender-Based Oppression
- 3 Hour Culturally Responsive Instruction Faculty Development Workshop
 Culturally responsive and inclusive teaching for social science instructors
- Reboot of Cascade's White Anti-Racist Educator Group
 With a new action component



Campus Goal 4: Make data-informed decisions regarding academic programs and student success initiatives

- Created the Director of Swan Island Apprenticeships and Trades position.
- Working on Maritime Center of Excellence consortium proposal, Prosper Portland grant, and Vigor partnership. The webpage advertising the Maritime Welding Program is now live on PCC's website.
- Added 3rd cohort in Medical Assisting with funding from Work Systems,
 Inc, and in process of hiring 3rd FT Medical Assisting instructor.



Campus Goal 4: Make data-informed decisions regarding academic programs and student success initiatives

 Continuing to create, revise and update curriculum in Multimedia, Music and Sonic Arts, Creative Coding, Augmented Reality/Virtual Reality (AR/VR), and Makerspaces. Approved to add new instructor in Multimedia to support expansion of AR/VR and Gaming curricula and programming.



Campus Goal: Expand and deepen engagement with N/NE Portland Community















