### NATICK HIGH SCHOOL FIELD TRIP PARENTAL/STUDENT CONSENT RELEASE FROM LIABILITY & INDEMNITY AGREEMENT

I, the undersigned parent/guardian/legal representative of (Student's name) \_\_\_\_\_\_, a minor, do hereby consent to his/her participation in Natick Public Schools voluntary field trip (stated here) <u>New England</u> <u>Inst. of Tech</u> <u>Tow</u> and in consideration of his/her being permitted to so participate, I, on behalf of myself/my heirs, my agents and my representatives, and on behalf of (Student's name) \_\_\_\_\_\_,

do forever RELEASE, acquit, discharge, and covenant to hold harmless, the Town of Natick, and its boards, commissions, committees, officers, employees, servants, agents and representatives, from and against any claims, demands, causes of action, charges, lawsuits, loss of services, compensation, costs, including without limitation attorney's fees, damages and/or liability of any kind, in any way arising out of or resulting from, directly or indirectly, all known or unknown personal injuries or property damage or death, which I may now have or hereafter have as the parent/guardian/legal representative of said minor, as well as any claims, demands, causes of action, charges, lawsuits, loss of services, compensation, costs, including without limitation attorney's fees, damages and/or liability of any kind, which said minor has or hereafter may acquire, either before or after he/she reaches the age of majority, in any way arising out of or resulting from, directly or indirectly or indirectly or indirectly or indirectly, his/her participation in Natick Public Schools voluntary extracurricular activity programs.

participation in Natick Public Schools voluntary extracurricular activity programs. In addition, I, as parent/guardian/legal representative of said minor, agree to indemnify and hold harmless the Town of Natick, and its boards, commissions, committees, officers, employees, servants, agents and representatives, "Natick and its personnel", in the event that any claim, charge, action or lawsuit is brought against Natick and/or its personnel, which is in any way arising out of or resulting from, directly or indirectly, said minor's participation in Natick Public Schools voluntary extracurricular programs. I further agree to indemnify, hold harmless, reimburse and make good "Natick and its personnel", for any judgment, costs, including without limitation attorney's fees, expenses, charges and damages of any kind which Natick and/or its personnel is required to pay as a result of any act or omission of said minor or any parent, guardian or legal representative of said minor with respect to his/her participation in Natick Public Schools voluntary extra-curricular program.

I give my permission for my son/daughter to participate in the field trip at NATICK HIGH SCHOOL for the school year. I have read the rules and regulations contained in the Student Handbook, including the Anti-Hazing Law and discipline code. My son/daughter and I agree to abide by these regulations, including all school rules and act in a safe and orderly manner at all times of this trip. Students are also expected to follow all reasonable requests of the chaperone(s).

#### Teachers Provide the Following Information:

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Lead Teacher: Jonathan Nardi Date of Trip: Frid	lay, December 15, 2023
Student Nome: Address	Home Phone:
Destination: New England Inst. of Tech Address of Dest Departing From: Natick High School Time of Departu	ination: I New England Tech Blvd East Greenwich, RI Ire: 8:10 AM Time of Return: 100-2:00 pm 02818
Returning To: Natick High School Cost of Trip: Free Mo	de of Transportation: NHS Athletics Bus
Parents Provide the Following Information: Parent/Guardian Name: Parent/Guardian	nt/Guardian Phone # :
Medications: Known A	llergies:
Pertinent Medical Information: Name & Pho	one # of Student's Dr. :
Name of person to be called in event parent cannot be reached:	
If trip includes an overnight stay please include student's insurance info	rmation.
Insurance Carrier: N/A Policy Subscriber's Name:	N/A Policy #: N/A
Signature of Parent/Guardian/Representative: My signature above signifies my giving permission and authority to the field trip chaperone Furthermore. I agree to release and hold harmless the Natick Public Schools and its employees claims, or actions, in accordance with current local, state and federal law, which I and/or my understand that my child is expected to follow all school rules and act in a safe and orderly requests of the chaperones.	child may have arising out of my child's participation in this trip. Also, I manner at all times on this trip, and is expected to follow all reasonable
Signature of Student if over 18 years of age:	Date:

The Natick Public Schools does not discriminate on the basis of race, color, sex, religion, national origin, sexual orientation or disability. Please return to Mr. Nordi in Guidance by Friday, December 1st

# PROPOSED TRIP TO NEW ENGLAND INSTITUTE OF TECHNOLOGY (NEIT) - December 15, 2023

### SCHEDULE FOR THE DAY:

- Plan to arrive between 9-9:30 am
- I would greet you and the group.
- We would have some time to talk about NE Tech and then move to the tour.
- We can focus on a few areas or a general tour of campus.
- The tour would end at 11:30.
- NE Tech can offer a complimentary pizza lunch.
- You could be back on the road for 12 noon.

Erin Flynn M.Ed Director, Enrollment Management Outreach and Events New England Institute of Technology effynn Gneit edu 800-736-7744 ext. 3462

### COLLEGE WEBSITE: neit.edu

## ABOUT NEIT:

In what seemed like the blink of an eye, the world changed in astounding ways. Not only did COVID-19 cause all of us to adjust socially, professionally, and educationally, but it also caused us to reassess our priorities. At New England Tech, we now see our mission as more important than ever, and we're proud to have created a foundation that gives our students what they need in a shifting world.

With an emphasis on hands-on education, professional skill building from day one, instruction by industry leaders, small classes, extensive student support, and flexible learning options that include online education, New England Tech remains committed to what we've always fostered most: student success.

### Mission & Objectives

At New England Tech, we understand that each student may have unique learning styles. We provide ample student support to help each of you succeed in becoming job-ready upon graduation. Our academic programs will help you develop highly marketable technical and interpersonal skills employers are looking for.

Most of our associate degree programs can be completed in as little as 18 months and our bachelor's degree programs in as little as 3 years. We are dedicated to helping you pursue excellence in your education, from day one.

### Hands-On Learning

At New England Tech, our strong focus on hands-on learning is what sets us apart, and it's what will give you an edge in your career from day one. With unique, lab-based learning experiences, you're able to develop real-world skills in your chosen trade or profession. Whether you're designing games, serving as a valued healthcare professional, designing and building high performance places for people to live and work, working with advanced automotive technologies, deepening project management insights, or any of the many other professional opportunities at New England Tech, you'll be gaining the kind of experience you need to excel in your career. Practice not only makes perfect; it also makes a professional.

#### Industry Expert Faculty

Learning about an industry is helpful but getting information from industry leaders about what careers truly entail is crucial. For that, you need industry experts who have deep experience, know what skills employers are looking for, and who can inspire and motivate those who are new to the field. That's where our faculty comes in. Bringing considerable insight and a breadth of resources to their teaching, our faculty members help you navigate toward your career with greater clarity about what your profession requires, and how you can meet those needs.

### TRIP RATIONALE FOR NHS:

The rationale for taking the trip is that we know that we have many students who are bound for 4-year universities, they are all eagerly applying already. We still have plenty of students across 11th and 12th grade that are considering other options like a trade college. NEIT offers a great deal of programs, and accepts financial aid through the government. It is a full campus with residential halls, college-life, and 18 month accelerated programs. We would like to open up the eyes of our students to other options that exist out there. Here is a list of the programs that NEIT offers through their single campus:



Architecture, Interior Design & Construction Management

Choose from a range of education tracks from architecture to interior design to construction management for a breadth of career options.

Some programs include:

Architectural Building Engineering Technology, Interior Design, Construction Management

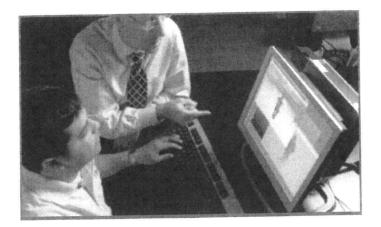


## Automotive & Marine Technology

Whether you're interested in the latest automotive and high performance technologies, automotive collision repair, or marine technology, we have the experts to guide you.

Some programs include:

Automotive Technology, Auto Collision Repair Technology, Marine Technology, Automotive Service Management



**Business Management** 

Gain a thorough understanding of business with courses that emphasize a blend of technical, analytical, and people skills.

Some programs include:

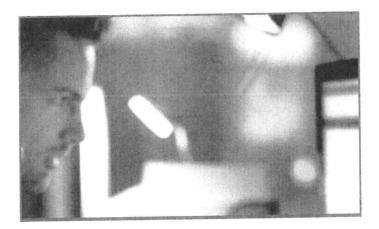
### **Business Management**



## **Criminal Justice**

Dynamic and intensive instruction in all aspects of the criminal justice system preps you for careers like police officer or crime scene investigator. Some programs include:

### **Criminal Justice**



## Cybersecurity

Shut down critical security threats while thriving in one of the country's fastest growing careers. You'll dive right in from the start, turning theory into practice in lab environments.

Some programs include:

Cybersecurity and Network Engineering, Cybersecurity Defense



## Digital Media & Web Design

Learn the most cutting-edge digital tools through hands-on, project-oriented instruction, in a variety of emerging media and desktop production environments.

Some programs include:

Digital Media Production, Graphics and Multimedia Web Design



## Engineering Technology

This constantly changing field offers plenty of excitement, whether you're interested in renewable energy, drones and robotics, or mechanical engineering.

Some programs include:

Robotics Drone Technology, Civil Engineering Technology, Electrical Engineering Technology, Mechanical Engineering Technology



Information Technology

Whether you're passionate about simulation programming or ready to redefine network programming, this fast-moving program gives you hands-on experience.

Some programs include:

Software Engineering and Web Development, Software Engineering, Information Technology

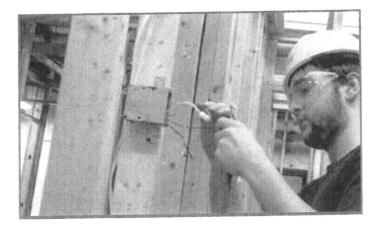


Nursing & Health Sciences

Always a growth track, these programs combine clinical skills with decision-making abilities for careers like nurse, paramedic, occupational therapist, respiratory care therapist, and more.

Some programs include:

Nursing, Occupational Therapy, Physical Therapist Assistant, Respiratory Care, Surgical Technology, Public Health, Healthcare Management



## Professional Building Trades

Always in high demand, building technologies encompass construction, plumbing, heating, refrigeration, electrical technology and more.

Some programs include:

Building Construction, Electrical Technology with Renewable Energy, Refrigeration-AC-Heating Technology, Facilities Management, Plumbing & Heating Technology, Welding Engineering Technology



Veterinary Technology

With laboratory and clinical practice experiences, you'll expand your knowledge quickly as a veterinary technician, getting ready for comprehensive animal care and vet support.

Some programs include:

## Veterinary Technology



Video Game Development & Design

Acquire the advanced skills that are highly sought after in the gaming industry, through an immersive program with game design, animation, and visualization technology.

Some programs include:

Game Development & Simulation Programming, Video Game Design