

May 31, 2022

This email is going to all secondary teachers

Dear Secondary Teachers,

At the middle school level, we have reached Stage I, Step IV of the transfer process (attached). Therefore, the voluntary transfer process has begun for middle school, and opportunities for transfer for probationary and permanent teachers have been posted today on the district website.

This means teachers probationary and permanent teachers from overstaffed schools, those returning from a leave of one year or more, and any teachers returning from a special assignment have been placed at a school site for 2022-23. It also means that administrative and site teams have had the opportunity to choose to retain high performing temporary teachers and interns if enrollment has allowed this to occur.

If you are a probationary or permanent teacher interested in a voluntary transfer, please fill out the Transfer Form, [linked here](#). By filling out and submitting this form to Jennifer Loper at jloper@powayusd.com, you will be given an interview for all vacancies that match the programs and sites you have listed. Your form will be retained and reviewed as new vacancies are posted, so there is no reason to resubmit the form unless you choose to. You **MUST** submit your Transfer Form before a job posting closes to be considered. Each position is posted for **5 workdays only**.

You can also continue to check the [PUSD Teacher Transfer Opportunities webpage](#), as new transfer opportunities will be posted regularly once this step is reached in the process for each level.

After all voluntary transfer candidates have had an opportunity to interview for open positions that match their transfer request form, highly recommended temporary teachers and interns who have not been retained at their current school site will be considered for rehire into remaining district-wide vacancies. PSS will provide names of highly recommended temporary and intern teachers, who were unable to be retained at their site, to those administrators with openings.

In Unity,
Kelly

