

CERTIFICATED SUBSTITUTE SALARY SCHEDULE

Effective July 1, 2021

	Day to day Pay	Long-Term Pay	Extended Pay
Position	Full workday	Full workday 10 consecutive days or <u>more in same assignment</u>	Full workday 20 consecutive days or <u>more in same assignment</u>
Substitute Teacher	\$150 per day \$80 per ½ day	\$165 per day \$90 per ½ day Note: high pay rate starts on the 10 th day.	Step 1 Level 2 on teacher's salary – per day Note: higher rate of pay starts on the 20 th day.

Individuals who have retired as a SCOE employees, maintaining their "valid" credentials: \$180.00 per day \$95.00 per ½ day

Active regular Paraeducators / Interpreters that are qualified to serve as a substitute teacher, will be paid a flat stipend of \$55.00 per full day (6 hours) or prorated at \$9.17 per hour.

General Information:

- A substitute teacher workday consists of the time that the students are present, plus 15 minutes before and after school. Please put 1 day on time sheet when working a full day. A half day consists of 3.5 hours or less. Please put ½ day on time sheet.
 - a. A substitute teacher working more than 3.5 hours shall be paid a full day's pay.
 - b. If a substitute is called to a school, but is not needed, he/she shall be paid for a ¹/₂ day if not reassigned.
- 2. Substitutes do not earn fringe benefits which includes vacation, holiday pay, or health and welfare benefits.
- 3. Retired and former certified SCOE employees working in a teaching or other certificated assignment requiring the teacher or certificated employee to assume the full duties of the assignment will receive the daily rate of pay based on their placement on the salary schedule at the time of retirement or their separation of the employment. This is not day to day retired and regular teacher pay used for the day-to-day sub rate.

	Lisette Estrella	Digitally signed by Lisette Estrella-Henderson	
Approved:	Henderson	Date: 2021.07.15 14:48:04 -07'00'	

Date: _____

★ Preparing students to learn, grow, thrive, and achieve lifelong success ★