EL CAMPO INDEPENDENT SCHOOL DISTRICT

STIPEND SCHEDULE 2023 - 2024

Stipend compensation is paid as part of employee's annual salary

Master's Degree	\$1,230
Teacher - Ag Science	\$8,000
Teacher - Auto Technology	\$5,000
Teacher - Bilingual	\$3,250
Teacher - Elementary Music	\$300
Teacher - Health Science Technology	\$5,000
Teacher - Spanish	\$5,000
Teacher - Deaf Education	\$3,250
Teacher - Vision	\$2,000
Licensed Specialist in School Psychology - Bilingual - Coop	\$8,000
Licensed Specialist in School Psychology - Supervisor	\$1,000
Licensed Specialist in School Psychology / Assessment - Lead	\$2,000
Occupational Therapist	\$6,500
Orientation and Mobility	\$2,000
Speech Language Pathology Assistant	\$4,000
Speech Language Pathologist - with Master's and CCC's	\$10,000
Speech Language Pathologist - Assistive Technology Specialist	\$2,000
Speech Language Pathologist - Lead	\$2,000
Speech Language Pathologist - Supervisor	\$3,000
Special Education - Teacher - Behavior Specialist	\$5,000
Special Education - Teacher - Behavior	\$5,000
Special Education - Teacher - Early Childhood	\$4,000
Special Education - Teacher - Lifeskills	\$4,000
Special Education - Paraprofessional - Registered Behavior Technician	\$3,000
Special Education - Paraprofessional - Behavior	\$2,500
Special Education - Paraprofessional - Early Childhood	\$1,000
Special Education - Paraprofessional - Lifeskills	\$2,000
SIGNING BONUS:	
BILINGUAL TEACHER	\$5.000

BILINGUAL TEACHER \$5,000

Signing bonuses and stipends will be paid contingent upon verification of full certification (permits, emergency certification, etc., do not qualify; full out-of-state certification does qualify for one year only), and passing of the criminal records background check. If the newly-hired employee who received a signing bonus fails to complete the school year for the district, then the signing bonus shall be fully refunded to the district. If the employee does not return for the second and third year, a percentage of the bonus shall be refunded to the district.