

CUPE K-12



Things continue to change rapidly. Our primary concern remains the health and safety of our members.

Many members have begun to be redeployed in various ways by different districts. There are details still being worked out and districts are taking varied approaches. We have sent a survey out to identify what districts are doing and will share your responses with all presidents.

Thank you to the many CUPE members who are stepping up and providing supports to the children of essential frontline health care workers throughout B.C. Your work and commitment is appreciated by everyone.

We hope to hear from the government next week about what will happen after April and will update you as soon as we have more information.

Please remember to continue following the directives from Provincial Health Officer (PHO) Dr. Bonnie Henry.

As Minister of Health Adrian Dix says, "Bend the curve, not the rules." We are all in this together.

Warren Williams
K-12 Presidents Council President

What's the latest information on wearing homemade masks?

Provincial Health Officer Bonnie Henry reissued guidance on wearing cloth masks in public. There is no evidence that a non-medical face covering such as a homemade mask, bandana or scarf can protect the person wearing it. However, a hand made cloth face covering can for the short-term protect others from your droplets and help keep them safe. The PHO reminded us that medical N95 masks should be reserved for front line essential workers.

If I don't think my district is implementing safety measures can I stay home and refuse unsafe work?

No. In order to refuse unsafe work an employee must see firsthand that the workplace is unsafe. Please refer to the information sheet on [Right to Refuse Unsafe Work](#) for the process.

If I quit my job can I get the \$2000 per month from the federal government?

No. [Canada Revenue Emergency Response Benefit \(CERB\)](#) funds are not available for employees who are getting paid or who have voluntarily left their jobs.

Goals of Community Mitigation

Flattening the curve

