

Teaching and Learning			
2015 - 2016	2016 - 2017	2017 - 2018	2018 - 2019
Refine clear and consistent curriculum across each grade and course that builds as students progress through the levels but nurture creativity and identity of schools and teachers			
Complete Curriculum Writing	Publish Curriculum Online		
	Design and Pilot In-Depth Review Cycle (Science)	Begin In-Depth Review Cycle (2 - 3 Departments per Year)	
Resource Identification and Implementation Timeline			
Ensure quality instruction that allows staff/teachers to meet the readiness of different students happening across teachers in all classrooms (vs. pockets)			
Identify/Develop Model	Implement Part 1	Implement Part 2	Full Instructional Model Implementation
	Integrate Strategies to Educator Effectiveness and Differentiated Supervision Model		
Implement a balanced range of national, state and local assessments to monitor student learning and use results to guide instruction			
Evaluate Current Standardized Assessments	Develop Local Assessments	Implement Local Assessments	
Determine Assessment Mix (Formative, Benchmark, Diagnostic, and summative)			
		Use Local Assessment Data to Drive PD and Curriculum Revisions	
	Revise Report Cards		Real-Time Progress Monitoring
	Integrate Performance Tracker		
Extend learning for students who already mastered content and provide re-teaching/support for students struggling with content			
Evaluate RTII Math Resources	Integrate RTII Math Resources		
	Develop Extension and Remediation Activities within Unit-Based Curriculum for All Courses	Implement Extension and Remediation Activities into Instruction	
Integrate technology tools into courses and activities when it can extend or improve the teaching and learning process OR promote innovation in that process			
SAMR Training	Targeted Professional Development on Technology Resources		
Classroom Design, Device Evaluation and Google Apps (Pilot)	Deploy Devices		
Inventory Software and Cloud Resources			
		Flipped Classroom Focus and Online Learning Platforms	Offer Alternative Methods of Instruction (Online, Distance, Webinars)
Use real-world strategies to engage students in solving problems, using their hands, and seeing connections between content areas that include career connections and play/creativity/risk			
	Cross-Curricular Focus Tied to Unit-Based Curriculum		
Evaluate Learning Environments for Student Engagement (Tie Results to Instructional Model)			
Maker Space Design and Pilot	Potential Maker Space Deployment	Integrate Project-Based into Unit-Based Curriculum	Hold Project-Based Symposium
	STEAM Partnerships		

