

Academic Excellence

January 2017

Intersession PD Plan

Staff Driven Priorities

- School Culture and Climate
 - Advisory Best Practices
 - PLP Iteration and Development
 - Peer Support Models

- Planning and Program Development
 - Capstone Development
 - Student Progress Analysis
 - School Visits



Driving Tasks

- Data Analysis
 - Midyear MAP and ACT Aspire Testing
 - Second Trimester Grade Finalization
 - Intervention Outreach

- Progress Reflection
 - Academic - PBL, Equity
 - Culture and Climate - Peer leadership
 - Operations - Budget, Systems Development



Intersession Student Plan

Theme and Focus

- Lower School - STEAMfest
 - Technology and Engineering
 - Design Thinking Process
- Upper School - College and Career Readiness
 - STEAM focused experiences
 - Increased student design, autonomy and choice



Lower School Programming

6th/7th Grade Program

- Net Zero Design
- Claymation Filmmakers
- Acting Play Lab I
- Wearable Tech
- Hip Hop for Humanity
- Sound Engineering

7th/8th Grade Program

- Mural Art
- Hip Hop Studio
- Industrial Stage Design
- TURF Storytellers
- Electric Teddy Bear
- Acting Play Lab II
- Painting and Drawing
- Gamers Unit
- Media Team



Upper School Programming

- Art Crawler Fab Space
- Tiny Houses for the Homeless
- IT Support Group
- Interession Instructional Assistant Program
- Internship and Independent Study



Silicon Schools Trip Update

NYC Instructional School Visits

- Purpose
 - SSF portfolio visits to high performing charters across the city
 - Focus on instructional excellence
 - Best practice sharing for SSF portfolio schools
- Reflection
 - Attention to Precision
 - Instructional Focus Across CMO
 - Goal Setting Across Organization

