STRATEGIC PLAN VISIONING TEAM GOALS  
2015 – 2020

**Professional Learning Communities (PLC)**

1. Develop and implement *Beliefs for Student Learners* to guide programmatic and instructional decision-making.

2. Establish consistent Professional Learning Community practices that are in alignment with our *Beliefs for Student Learners*.

**Safety and Security**

1. Examine and prioritize safety and security needs for the District’s physical plants.

2. Systematically monitor and adjust policies and procedures to maximize the safety and security of students and staff.

3. Enhance the implementation of programming and services that prevent and respond to students’ personal well-being and safety concerns, as well as those that enhance student relationships and connectivity to school.

**STEAM**

1. Increase the depth and breadth of STEAM curriculum offerings and improve the integration of STEAM across the curriculum.

2. Enhance inquiry-based instructional practices and project-based learning opportunities.

3. Equip teachers to educate students in STEAM areas by ensuring that they obtain STEAM content, pedagogy, and technology experience through professional development.
Technology

1. Determine the best practices and strategies for expanding 1:1 learning opportunities.

2. Define the necessary infrastructure, tools, and human capital to support the District's tagline, “Customizing Learning, Nurturing Potential and Delivering Excellence.”

3. Research and implement best practices for self-directed, self-paced, and personalized learning in blended and online environments.

The High School Experience

1. Establish a systematic process for teachers to collaborate, plan, and deliver instruction that is responsive to the unique needs of all learners.

2. Customize structures and learning opportunities to meet the academic and developmental needs of each learner by creatively using time, schedules, and resources.

3. Provide a comprehensive school experience in which students feel healthy, safe, engaged, supported, challenged, and empowered.

4. Leverage technology to create learning opportunities that empower students to become active learners in a dynamic and interconnected world.