New Elementary Day

Learning and Teaching Committee

January 21, 2020

Presenters

Jan Geier: Assistant Superintendent for Leadership and School Improvement

Joe Blomquist: President, St. Charles Education Association

Dr. Cindy Ruesch: Director of Staff, Family, and Student Services

Dr. Melissa Byrne: Director of College and Career Readiness

Pam Jensen: Director of Instruction

Susie Wagner: Associate Director of Instruction

Lauren Schaaf: Teacher, Ferson Creek Elementary School

Heather Trask: Parent, Bell Graham Elementary School

Strategic and School Board Commitment Alignment

- **Strategic Commitment:** Provide students with innovative learning experiences that prepare them for post-secondary careers and higher education

- **School Board Commitment:** Provide learning opportunities responsive to the whole student which will prepare them for life after District 303

Policy Alignment

- **6:40 – Curriculum Development**

  The Superintendent or designee shall develop a curriculum review program to monitor the current curriculum and promptly suggest changes to make the curriculum more effective, to take advantage of improved teaching methods and materials, and to be responsive to social change, technological developments, student needs, and community expectations.
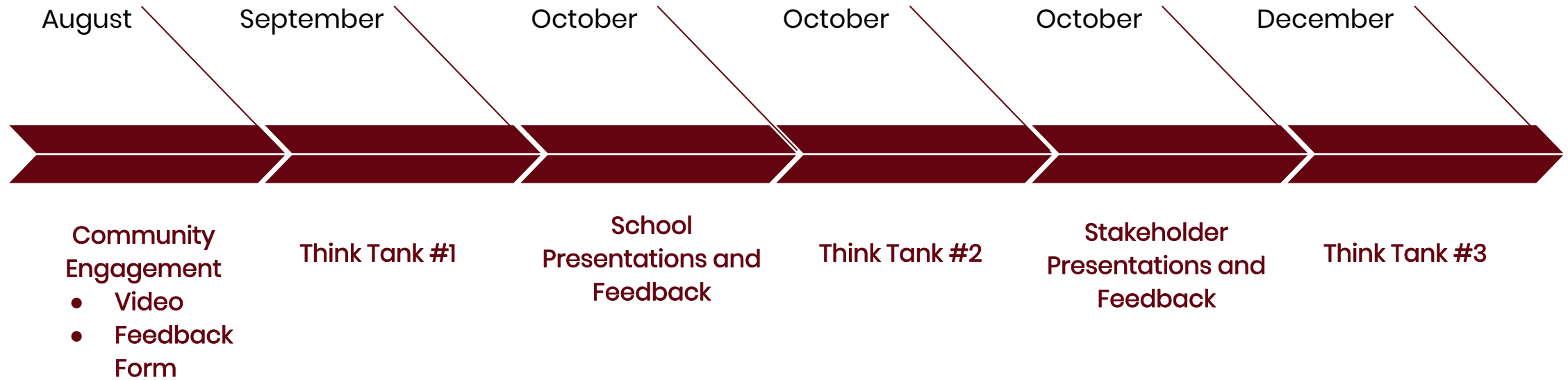
- **6:65 - Student Social and Emotional Development**

  Student social and emotional development shall be incorporated in the District's educational program and shall be consistent with the social and emotional development standards to be contained in the Illinois Learning Standards.

New Elementary Day Background

- Aligns with the District's strategic commitment to support innovative learning
- Provides elementary students with important enhancements to their school day such as more fine arts and other enrichment opportunities
- Board approved agreement between CUSD 303 and St. Charles Education Association (SCEA)

Our Journey

August	September	October	October	October	December

Community Engagement
- Video
- Feedback Form

Think Tank #1

School Presentations and Feedback

Think Tank #2

Stakeholder Presentations and Feedback

Think Tank #3

Think Tank Members

Parents

Eric Achtien
Allison Bates
Becky Johnson
Rachel Kave
Joanna Migo
Kelly Strait
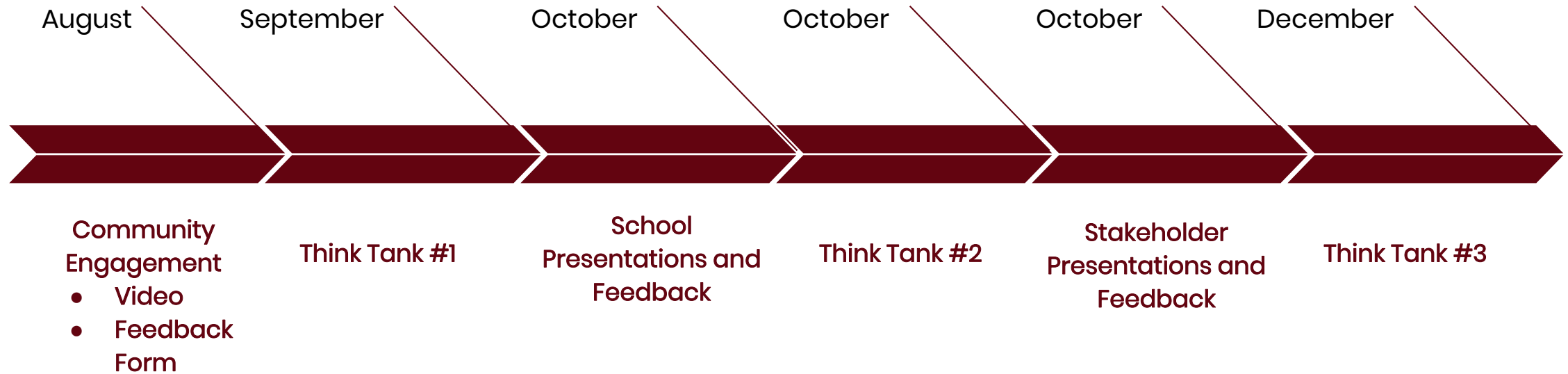Heather Trask
Annie Wilson
Julie Zimmerman

D303 Staff

Jennifer Adam
Chris Balaskovits
Jessica Benedik
Joe Blomquist
Brittany Egan Thompson
Tanya Hernandez
Jennifer Katrien
Denise Liechty
Julie Milella
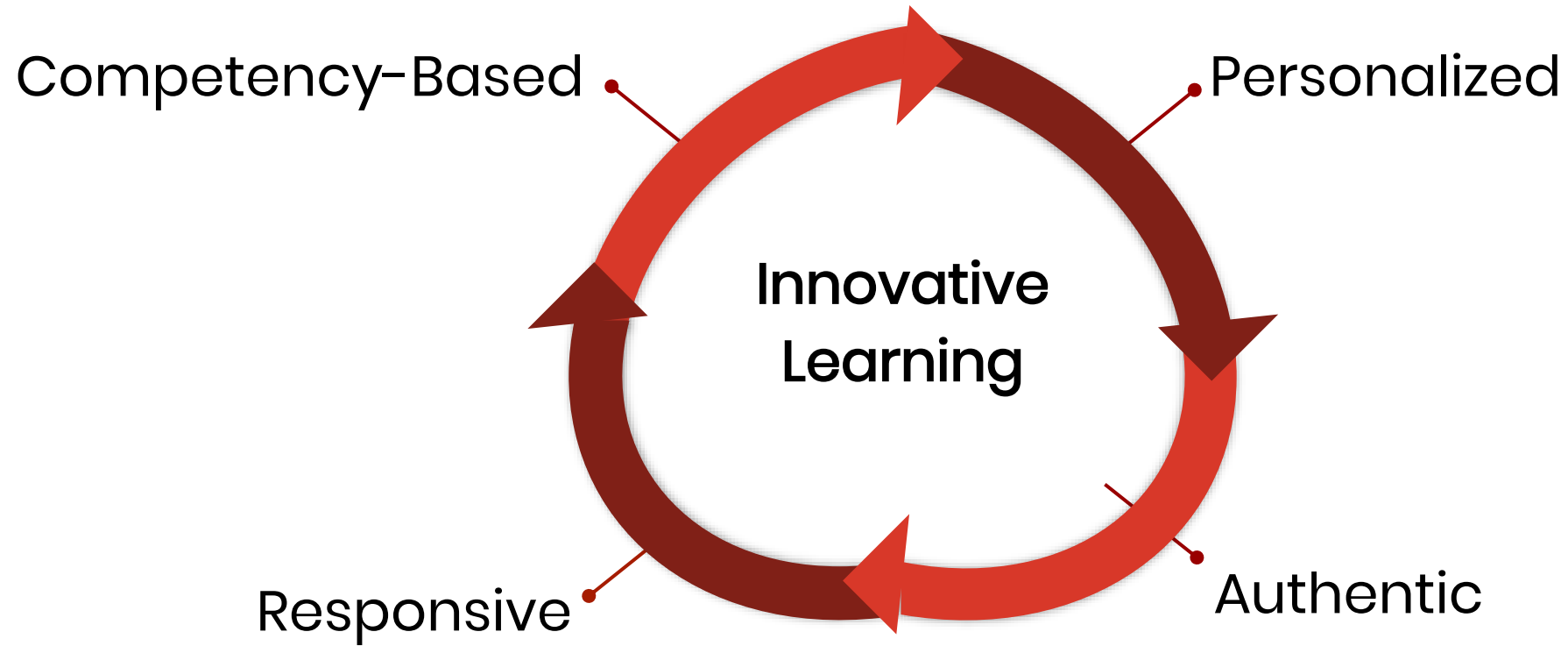Amanda O'Brien
Lisa Olinger
Megan Mkrtschjan
Megan Paul

Ali Rogus
Lauren Schaaf
Kelly Skowronski
Allison Thomas
Katherine

Nat Underhill

Our Journey

August

September

October

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Think Tank #3

Innovative Learning

Empower

To gain strength and confidence through experiences where students can **wonder, create, design, collaborate, connect,** and **imagine.**

Empower in Action

(Think Tank) Guiding Principles for Empower

Innovative learning experiences should:
- Be available to all students
- Provide opportunities for authentic learning
- Focus on processes and skill application, not on adding additional content
- Embed opportunities for movement
- Be student led, with the teacher serving as a facilitator of learning
- Offer students choice with the understanding that choice can look different based on the experience
- Incorporate purposeful play
- Intentionally integrate the application of social emotional skills
- Utilize technology in a way that enhances and supports the learning

Elementary Specials

2019-2020 School Year (Six, 30 minutes)

Physical Education 30 min.	Physical Education 30 min.	Physical Education 30 min.	Physical Education 30 min.	Art 30 min.	Music 30 min.

2020-2021 School Year (Ten, 40 minutes)

Physical Education 40 min.	Physical Education 40 min.	Physical Education 40 min.	Physical Education 40 min.	Art 40 min.
Music 40 min.	Art or Music 40 min.	Art, Music, or **Empower** 40 min.	**Empower** 40 min.	**Empower** 40 min.

Embedded in the Experiences

Social-Emotional Standards

Core SEL Competencies

HOMES AND COMMUNITIES
SCHOOLS
CLASSROOMS

SELF-AWARENESS
SELF-MANAGEMENT
SOCIAL AND EMOTIONAL LEARNING
SOCIAL AWARENESS
RESPONSIBLE DECISION-MAKING
RELATIONSHIP SKILLS

SEL CURRICULUM AND INSTRUCTION
SCHOOLWIDE PRACTICES AND POLICIES
FAMILY AND COMMUNITY PARTNERSHIPS

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- **Goal 1**: Develop self-awareness and self-management skills to achieve school and life success

- **Goal 2**: Use social-awareness and interpersonal skills to establish and maintain positive relationships.

- **Goal 3**: Demonstrate decision-making skills and responsible behaviors in personal, school, and community contexts.

Competencies

- Problem solving
- Communication
- Teamwork and conflict resolution
- Critical thinking
- Decision-making
- Initiative and self-drive
- Adaptability and flexibility
- Reliability and accountability
- Planning and organization
- Cultural competence

Types of Play

- Large-motor play
- Small-motor play
- Mastery play
- Construction play
- Make-believe play
- Symbolic play
- Language play
- Playing with art
- Sensory play
- Risk-taking play

Movement Strategies

- School-based physical education
- Recess
- Classroom-based physical activities
- Extracurricular physical activities

Experiences

- **Make it to the End!** Chain Reactions and Crazy Contraptions

- **Get Out and Play!** Game Play and Design

- **Make it Move!** Coding and Robotics

- **Show it Off!** Drama, Video Production, and Media Tools

- **Light it Up!** Circuits and Electricity

- **Get on Board!** Skill Development Through Game Play

- **Build It!** Creative Construction

- **Make a Difference!** Problem-Based Learning to Help Your School or Community (or entrepreneur experience)

- **FLEX!** World Language Exploration

Make it to the End!

Make it to the End!
Crazy Contraptions
& Chain Reactions

- Gain an understanding pulleys, releases, ramps, tubes, and tunnels
- Imagine and create chain reactions
- Student agency
- Critical thinking
- Decision-making
- Initiative and self-drive
- Student reflection

Get Out and Play!

Get Out and Play!
Game Play and Design

- Collaborate to learn and create new games
- Focus on movement and social emotional skills
- Communication
- Teamwork and conflict resolution
- Student agency
- Real world application
- Student reflection

Make it Move!

Make it Move!
Coding and Robotics

Cubelets

- Learn how to use the robots
- Gain an understanding of coding and loops
- Hands on exploration
- Resiliency
- Collaboration
- Student agency
- Problem solving

Ozobot

Dash Robot

Show it Off!

Show it Off!
Drama, Video Production, and Media Tools

- Learn new tools for video production
- Express ideas in a creative way
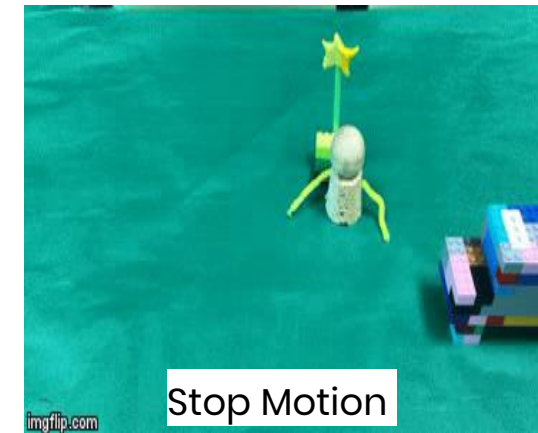- Collaborate with peers to create
- Communication
- Student agency
- Student reflection

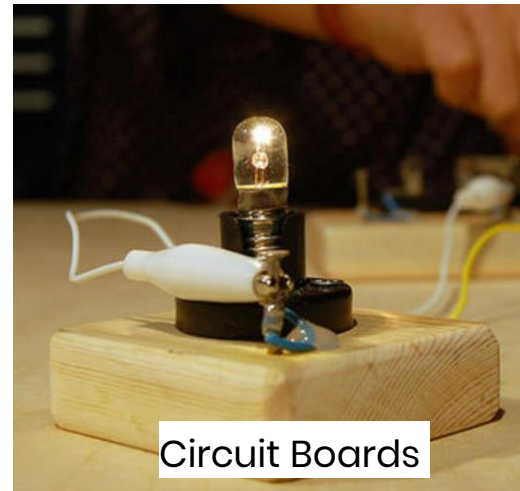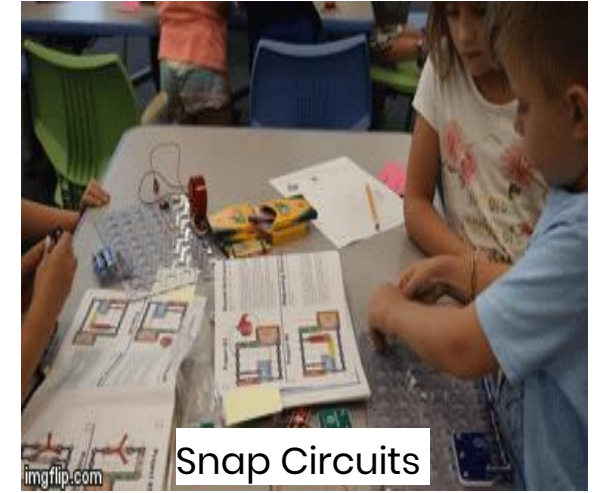Moving Newspapers

Light Painting

Light Play

Stop Motion

Light it Up!

Light it Up!
Circuits and Electricity

- Develop an understanding of circuits and electricity
- Imagination and design
- Students share their projects and receive feedback
- Communication
- Student agency
- Student reflection

Digital Jewelry

Snap Circuits

Circuit Boards

Paper Circuits

Get on Board!

Get on Board!
Skill Development Through Game Play

Students play an array of carefully selected games that focus on:

- Strategy
- Decision-making
- Fair play
- Taking turns
- Being a good winner or loser
- Communication
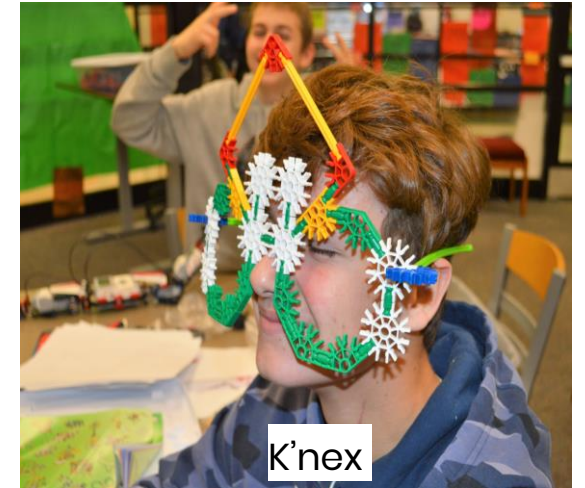- Teamwork and conflict resolution
- Student agency
- Student reflection

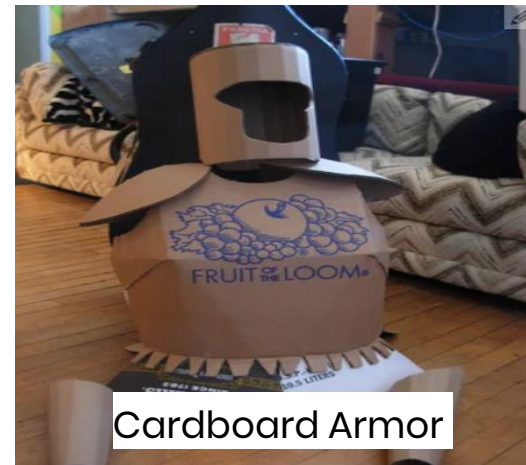# Build It!

Build It!
Creative Construction

- Explore design challenges
- Communicate to design and build structures
- Creativity
- Student agency
- Critical thinking
- Decision-making
- Initiative and self-drive
- Student reflection

Keva Planks

K'nex

Cardboard Armor

Make a Difference!

Make a Difference!

Problem-Based Learning to Help Your School or Community

- Work together to identify community needs
- Communicate to express ideas
- Problem solve to find a solution
- Advocate for change
- Student agency
- Critical thinking
- Decision-making
- Initiative and self-drive
- Student reflection

FLEX!

FLEX!

World Language Exploration

- Introduce students to different world languages and cultures
- Develop awareness of language relationships
- Develop mindsight for deeper world language study in the future

What Will Students Gain?

- **Purpose:** Students embrace challenges they know to be important, that make their world better

- **Essentials:** Students acquire the skill sets and mindsets needed in an increasingly innovative world

- **Agency:** Students own their learning, becoming self-directed, intrinsically

- **Knowledge:** What students learn is deep and retained enabling them to create, to make, to teach others

Next Steps

- Citizen Advisory Committee
- Student focus groups
- Hire staff
- Design curriculum and learning experiences
- Update Learning and Teaching Committee (budget, etc.)
- Provide professional learning