

UNION COLONY SCHOOLS Board Meeting Agenda

Saturday May 13th, 2023, 8:00 a.m. Union Colony <u>Elementary</u> School



Vision:

All students at Union Colony will demonstrate, articulate, and value the skills and knowledge to be prepared to excel in college or other post-secondary endeavors.

Mission:

Our mission at Union Colony Schools is to offer a K-12 educational program that recognizes and attends to the many unique needs of all students. The Union Colony community promotes integrity, growth mindset, life-long learning, compassion, the development of good citizenship, and we foster academic skills by providing all students with rigorous instruction. Students are then empowered to reach their full potential intellectually, socially, emotionally, and physically.

8:00 AM Call to Order and Attendance

1. Call and Attendance

8:02 AM Pledge of Allegiance

2. Pledge of Allegiance

8:03 AM School/Student Highlights

3. Student Highlight Student

8:04 AM Approval of the Agenda

4. Acceptance of Agenda

8:05 - 8:15 AM Public Comments

We welcome public comment and value your input. Speakers are asked to address a single subject for no longer than five minutes. The Board values any and all comments, however; the Board may or may not immediately address the comments. The Board will spend no more than 15 minutes total on this agenda item.

8:15 AM Action

- 5. Consent Agenda
 - a. Approval of minutes from the April Board meeting
- 6. Policy review
 - a. GBEBA Staff Dress Code
 - b. JICA Student Dress Code
- 7. Approval of Personnel items
 - a. Staff Resignation
- 8. Board of Directors seat opening
 - a. Candidate selection and voting overview
- 9. 23/24 Draft Budget

8:45 AM **Discussion/Information**

- 10. Request for proposals
- 11. Board member opportunities to volunteer

9:00 AM Reports

- 12. Board
 - a. Modules #4 (Ashleigh Jacks) Board Structure and Responsibilities
- 13. Administration
 - a. Principals
- 14. Departments
 - a. Assistant Principals tbd
 - b. Activities Director tbd

9:30 AM Adjournment