Curriculum and Instruction Update 1/26/2020, by Thersea Burzynski, Director of C&I

Tomahawk Virtual Student Participation 2nd Semester:

Building Level	Students returning to in-person learning	Students moving into Tomahawk Virtual	Total Students in virtual 2nd Semester
Middle School	5	6	17
High School	9	9 (2 pending)	33 (+2)
Elementary School	6	0	21
Total			73

Pillar #1 Teaching, Learning and Relevance Update

Math: Ongoing work per strategic plan

- -CPM Workshops available to Staff (6-10th grade)
- -I-Ready Elem. Math (library of recorded PD)
- -2nd Semester coaching 'visits' John Hayes, CPM Math coach
- -Math teachers will be observing in each other's room throughout 2nd semester offering supportive feedback and peer-to-peer reflection.

ELA: Ongoing work per strategic plan

- -ALL: Scope and Sequence for Grammar instruction
- -Middle School: Sight word and Word Parts identified for Word Work 6-8
- -High School: Continued focus with Literacy Coach from CESA 6 on Instructional practice and responding to student needs.

CTE:

In December, CTE Coordinator, Mr. Ryan Huseby highlighted state and regional focus of both educational and industry expectations of a quality CTE program. The three components listed by DPI include: academic and technical skills; leadership through CTSOs (Career and Technical Student organizations); and work-based learning.

Content Curricular Review:

Social Studies:

ES: forming committee to conduct a curriculum review (delayed due to COVID)

MS: Dept. meeting to determine next steps in their review process.

HS: Completed Course review prior to academic year.

<u>Instructional Design and Delivery:</u>

The efforts of our teaching staff have been successful in meeting the challenge of offering the predictability and structure that most students require, while also remaining flexible enough to deal with the unknowns of our current reality. The combined support of interventionists and special education staff has been truly remarkable for our students and staff in coming around student needs. Although we are working very hard to address and prevent many of our at-risk students from "falling through the cracks" we are fully aware of the difficulty some learners are having remaining engaged in this environment.

Shifts to blended and online learning were fully supported by our past and current work with Universal Design for Learning (UDL), consistent use of our existing and new learning management tools, additional technology tools and supports, and a continuous focus assessment for learning practices have

A focus in both December and January at the 6-12 staff meeting was on student engagement. Staff cited teacher clarity, strong student relationships, student choice, and teacher flexibility as important components of successful student engagement during this time. Research based and tools and resources were provided including a common 'Barriers to Learning' which include provides suggested responses and actions to common and new barriers we are seeing in our learners and can be addressed and supported in our instructional design and not just responded to such as student motivation, executive functioning, and especially time management.

Library Media Services Highlight: esports

Mrs. Norman told us earlier this year about a \$5000 grant to the WiLS (formally Wisconsin Library services). The money was used to begin an e-sports club at the school which included writing bylaws and electing officers, etc. Additional funds have been secured and earned for participation in competitions and to secure more computers.

In December Mrs. Norman wrote to the STAR Foundation and agreed to provide \$3000. The TAFFY Foundation followed by granting the remaining \$7500 that the club would need to have 10 computers so that 2 teams could game/practice at a time.

Mrs. Norman also had students fundraise and explains how the money was used:

"We also raised money on our own by holding a Seroogy Candy Bar fundraiser in November and December, which raised approx. \$500. The fundraising money went to pay for the excess the grants didn't cover and our registration fee to the WIHSEA (Wisconsin High School eSports) so that students can compete in the Spring League. We have also registered to compete in Rocket League and Smite."

11 students are consistently active in e-sports. 4-5 additional students showed interest and/or sold candy bars, but do not regularly participate at this time. Mr. Aaron Wickman is assisting Mrs. Norman with coaching the club along with help from Mr. Reiter.