

I. CALL TO ORDER

II. PLEDGE OF ALLEGIANCE

III. APPROVAL OF THE MINUTES

III.A. March 31, 2016 - Special

III.B. April 5, 2016 - Special

III.C. April 7, 2016 - Regular

IV. APPROVAL OF THE AGENDA

V. PUBLIC PARTICIPATION - The Board welcomes public participation. Pursuant to our Board Policy, public participation is limited to no more than three (3) minutes per speaker and a total of no more than fifteen (15) minutes. People who wish to speak longer are encouraged to attend any and all related subcommittee meetings where most of the board's groundwork is done. We value your input, but due to these time limitations, we ask you to be concise and please do not repeat a previous comment. We know you will observe the rules of common courtesy. Thanks. [9320(a) of Board Bylaws]

VI. BOARD AND ADMINISTRATIVE COMMUNICATIONS

VI.A. Chairman's Report

VI.B. Superintendent's Report

VI.C. Student Representatives' Report

VI.D. Committee Reports

VI.D.1. Business Operations/Resource Management

VI.D.2. Curriculum

VI.D.3. Communications/Community Outreach

VI.D.4. Policy

VI.E. Liaison Reports

VI.E.1. Board of Finance

VI.E.2. Parks and Recreation Committee

VI.E.3. Safety

VII. INFORMATION ITEMS

VII.A. Mandarin Chinese IV Course Proposal (First Review)

VII.B. Board of Education Policies (Second Reading)

VII.B.1. Policy 3523.11 – Unmanned Aerial Systems (Drones)

VII.B.2. Policy 3542.22 – Food Service Personnel – Code of Conduct

VII.B.3. Policy 6142.5 – Social Studies

VII.B.4. Policy 6153 – Field Trips

VIII. ACTION ITEMS

VIII.A. Personnel Report

VIII.B. Acceptance of Donation

VIII.B.1. Lifetouch Photography

VIII.C. Elementary Math Curriculum

VIII.D. 2016-17 Budget

VIII.E. 2015-16 FY Budget Transfers

VIII.F. 2017-18 Calendar

VIII.G. Leave of Absence Request (This item will be voted on after Executive Session.)

VIII.H. Reduction in Force (This item will be voted on after Executive Session.)

IX. BOARD MEMBER COMMENTS

X. EXECUTIVE SESSION FOR THE PURPOSE OF DISCUSSING PERSONNEL ISSUE

XI. ADJOURNMENT