



School Improvement Plan Envision Science Academy 2021-2022

<i>School Name</i>	<i>SIT Chair</i>
Envision Science Academy	Geoff Gorski, Dean of Upper School

School Mission: The mission of Envision Science Academy is to provide innovative instruction through experiential learning with a focus on STEAM in order to prepare elementary and middle school students to compete, lead, and excel in the global marketplace.

School Vision: By engaging in project based learning, students will be prepared to pursue STEAM related careers and become lifelong learners.

Student Profile: We are citizens who are curious, creative, confident problem solvers that are coachable and can communicate and collaborate with integrity and empathy to accomplish anything.

We believe that the best way to build upon our academic production is to grow in our ability to deliver on the mission, vision, and student profile that make our school unique.

This mission-driven, rolling School Improvement Plan will always focus the energy of our entire instructional staff as committees on four components drawn from the ESA value statements. As a rolling plan, the goals and strategies below will grow and evolve twice a year, and will be evaluated, written, and executed in short sprints from August to December and January to May.

Target Area No. 1: PBL/Experiential Learning (Problem solving, collaboration)
Target Goal: Use the available PBL units that have been submitted to create training materials for grade levels to improve upon the structure and creation of PBL units.
Strategies through June 2022: <ol style="list-style-type: none">1. Decide what we want a single subject PBL to look like.2. Decide what we want a cross-curricular PBL to look like.3. Make a format for K-1, 2-3, 4-5, and 6-8 PBL units4. Outline potential training uses for materials created by this committee

Target Area No. 2: STEAM, STEAM Careers (Curiosity, creativity, accomplishment)
Target Goal: We will pilot the “pineapple” PD model, within the STEAM SIP committee, with a goal of modeling creative STEAM lessons and celebrating STEAM lesson successes.
Strategies through June 2022: <ol style="list-style-type: none">1. Identify committee roles as observer or observee. Clarify a date and do the



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observation using the observation form.

2. Reflect on the form and see what worked and what needs improvement.
3. Finalize and present to the STEAM rubric committee for implementation.

Target Area No. 3: Leadership and Excellence (life-long learning, confidence, coachability, communication, competition)

Target Goal: To host/participate in at least one new academic competition with each grade level (or grade cluster: K-2, 3-5, 6-8) participating in a unique event by May 2022, and compile a list of potential competitions for 2022-23.

Strategies through June 2022:

1. Advertise for “Doodle for Google”
2. Communicate with EPA to advertise in weekly newsletter
3. Engage Art teachers to advertise during classes- Get ideas and feedback
4. Communicate with K-8 parents. Include link to entry form
5. Provide materials to HR teachers to distribute to students
6. Research academic competitions for 2022-23 school year
7. Develop spreadsheet detailing competition info and action steps

Target Area No. 4: Global Citizenship (integrity, empathy)

Target Goal: We will create a catalog of diverse books with a synopsis, ideas/suggestions for use, and resource links to be housed on the ESA staff website

Strategies through June 2022:

1. Complete purchase of books identified in S1 for each grade levels
2. For each book, the team will catalog a synopsis of the book, ideas/suggestions for use, and resource links
3. Share this document and have a copy on the Staff website for continued use, and deliver product during staff meeting on May 2nd, 2022