

RMS (Reimagining Middle Schools) Committee Steering Meeting Summary

February 2nd

Inclusive welcome –

- Steering committee members were asked to sit by group tables based on area of strength or preference. We had four groups who represented the big 4 ideas: Advisory/homeroom, project-based learning, teacher with cohort of students and block schedule.
- Reviewing our vision, student needs and opportunities identified

Content-

prototype-It was reviewed what is iterate. We discussed that What is a Prototype? A prototype is a way of making ideas tangible and testing them out. It was explained in a table that prototype may help you and risk of not doing this. The Do's and Don't's were explained. Four examples were shared.

- Work Time- The team had to come up with a scrappy prototype for your team's key area
 1. Identify what specific aspects of your area you want to prototype; what key assumptions do you want to test?
 2. Brainstorming
 3. Converge
 4. Refine
 5. Building a visual representation of your ideas

By the end each team had a prototype that tells the story of the student/staff experience so that you can get feedback on the draft design and test your assumptions. Teams had a schedule, sketch, visual, a couple of artifacts script...whatever approach best conveys the team ideas.

Next Steps-

Next meeting: We 'll be reflecting on what we have learned from feedback and iterating

- What do you want to learn from prototype? Write down three questions for stakeholders.
- Find a least one person from your role (ex: student, staff members, parent).
- Talk them through your prototype
- Ask them your questions
- Take Notes. Be curious. Pay attention to their body language and what they don't say. Don't defend ideas
- Be ready to reflect on and share their feedback at our next meeting (Feb. 7)