Purpose

The Heatherwood Educational Advisory Team **will develop recommendations regarding future programming and educational experiences** for the school in response to declining enrollment. The Team is intended to provide a high level of accountability, involvement, and communication with the Heatherwood and Boulder Valley School District communities to ensure stakeholders are engaged and their values and priorities are reflected in decision-making. The Team is advisory in nature and approval for programmatic changes remains with District staff and the Board of Education.

Tonight's Agenda

- Welcome
- Purpose
- Public Comment
- Connection
- Update on conversations with Heatherwood staff
  - Process
  - Summary of feedback trends
  - Questions about Policy ADE/proposal
  - Other questions
- Initial work on proposal
  - Get to Know EMovement document

Tonight's Agenda

- Initial work on proposal
    Get to Know EMovement document

Choose a Small Group:

1. Drafting of EMovement to an outline of the proposal

2. How will this Increase Enrollment? (Marketing and communication)

Update on Conversations with Staff

- Process
- Summary of feedback trends
- Questions about Policy ADE/proposal
- Other questions

STEAM

STEAM education encourages students to think creatively, solve problems, and make connections between different subjects. It also aims to create an inclusive learning environment where all students can participate and contribute.

Future Possibility:
STEAM at Heatherwood gets us outside and gives students the opportunity to build community and social-emotional skills—like nurturing positive relationships with self, others and the environment—so they can thrive in school and in life.

Importance from Staff from the previous definition of STEAM

a. PBL - staff agreed this is a foundational aspect of the school
b. Community / build community (5)
c. Community / ecosystem (1)
d. Inclusive environment (5)
e. Relationships with self, others, and the environment (2)
f. Connections between subjects (2)
g. School and life (1)
h. Social emotional skills / nurturing a positive relationship with self, others, and environment (1)
i. Nurturing, positive relationships
j. Participate and contribute
k. Outside (1)
l. Social justice (1)
m. Think creatively (1)

Staff Reflection

STEAM Focus:
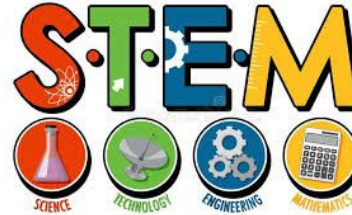
Outdoor (STEAM)

Staff Reflection

Purchased Existing Curriculum
Project Lead the way

Design Curriculum with Professionals

7253-E-Movement-Guidelines-v02.pdf

eeGuidance Roadmap for Schools 2024

Staff Reflection

[Staff Reflection of the Process](#)

Review some of the materials that were reviewed by the staff and compare to Board Policy on program schools.

[7253-E-Movement-Guidelines-v02.pdf](#)

Committee Reflection

How might environmental STEAM connect to the policy relating to a focus school?

How might an environmental STEAM program impact and/or attract enrollment?