

**Madison Public Schools
Board of Education
Curriculum and Student Development Committee
Tuesday, March 4, 2025
5:30pm
Minutes of Meeting**

Members present: Steven Pynn, Cathy Miller, Mary Ann Connelly
Also present: Dr. Cooke, Gail Dahling-Hench

I. ELA: Grade 9, Unit 3 Overview
Presenter: Celina DaSilva

This presentation was intended to clarify some concerns by board members regarding the choices offered students for the Book Club readings that are part of the curriculum. It was felt by some board members that the list of offerings were particularly dark and provocative and they wanted to see a more extensive list of offerings from which students could choose.

The presentation covered the extensive process of selecting the fiction through a variety of sources including Library Media Specialists, professional organizations, book reviews and awards, student interest, and age appropriateness. Student interest is a critical component of choosing offerings. The fiction serves as a vehicle for developing skills that are taught from the core text and then applied to BookClub offerings. Guiding principles are developing inquiry skills and developing student independence and collaboration.

Members of the committee as well as other board members were satisfied with the explanations and felt their concerns were addressed.

II. Virtual Reality Learning Experience Presentation

This was a presentation to inform the committee and board of a grant program currently being offered at Polson to students in the seventh grade utilizing virtual reality software and headsets. Six Meta Quest 2 headsets were secured through a grant from The Madison Foundation and currently being used to support the Social Studies curriculum in the Library Media Center. There are three virtual experiences being offered; Eva Kor Holocaust Experience, Flow Meditation, Art Plunge. Students attend the media center in groups of six and are introduced to these programs. Students have enthusiastically enjoyed them and have debriefed their experiences under the guidance of teachers. It was determined that 70% of students have access to Virtual Reality within their home. Board members had the opportunity to experience this format following the committee meeting.

There was no public comment.

The meeting adjourned at 6:27pm