KyreneSchoolDistrict
ACADEMIC EQUITY & EXCELLENCE

Agenda: Curriculum Council Minutes

September 8, 2025 | 4:30 p.m. - 6:00 p.m. | Kyrene School District Office- Training Room 3

Curriculum Council Members: Rachel Chandler, Sarah Collins, Amy Gingell, Megan Grothman, Sandra Laine, Delia Lyding, Josh Mendoza, Myrah Monson, Laura Prefling, Kyle Ross, Ildiko Sloan, Jacinta Sorgel, Stacey Travers

Presenters: Ceci Shelton, Jackie Williams, Daniel Schack, Kevin Blomberg

Item	Details	Time	Notes
Welcome and Call to Order		4:30-4:40	Introductions for all members and presenters. Reviewed agenda with council
Review, Discuss and Take Action on Supplemental Resource Requests	Review 2 supplemental resource requests: **PackBack**- *AI-powered instruction and feedback tool* **Teachable Machine**- *web-based tool to create machine learning models*	4:40-5:10	**JackieWilliams/Ceci Shelton - PackBack** AI generated, inquiry based program that will give students feedback on their writing based on a teacher given prompt. Monitored by the vendor and can provide feedback to the teacher if there is a concern in student writing. Teacher feedback was that it reduced teacher work load by having feedback generated to writing responses. The program can create rubrics to assist teachers in grading. Writing scores for the team that used this program as a pilot were improved over the team that did not use it. AVID schools are able to use this program for free, other schools would need to pay to access this program. Access the program through Clever so it is easy for students to access. Council discussion comments: Would a school that is not AVID use this? Yes it would be added to the supplemental list and schools could use site funds to pay for it. **Committee Vote: Approved**

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			 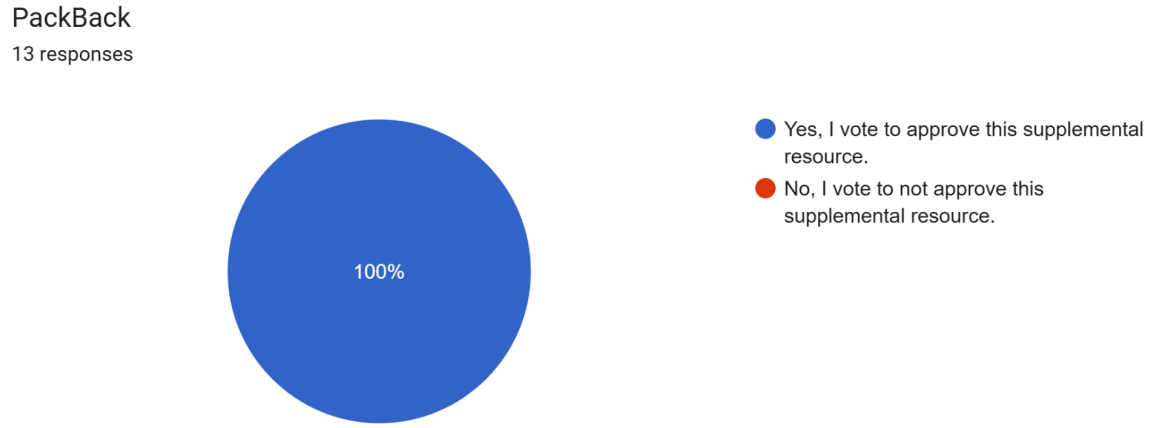 **Daniel Schack - Teachable Machine** Works with programs to make recommendations on how to add AI in classroom lessons. This tool is based in Google. It is an AI program that is teachable, meaning that it does not know anything the first time you log in. Students recommend things that the model in AI needs to be taught to help it work to solve a problem.

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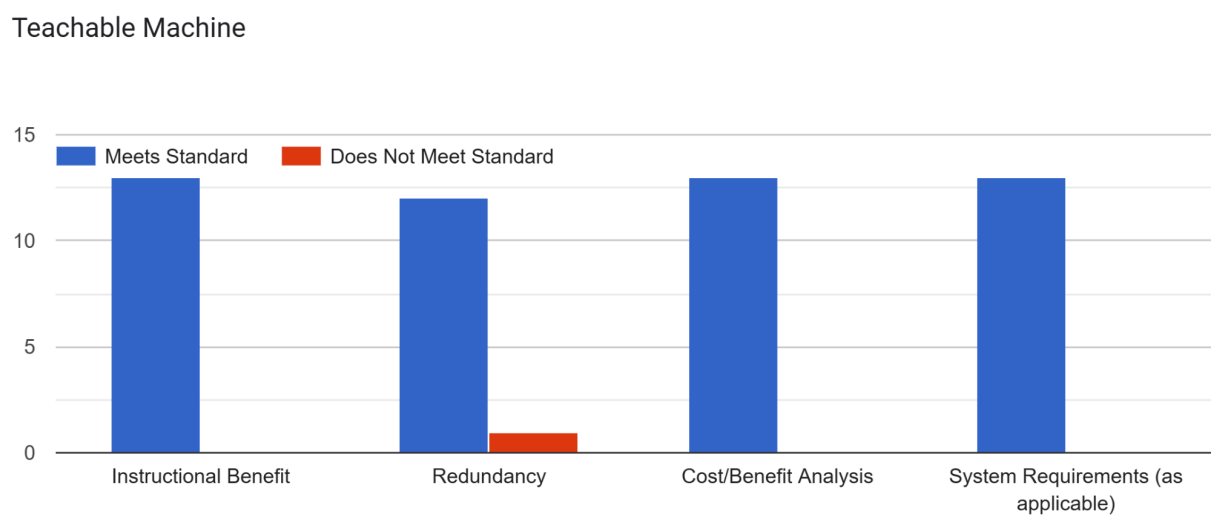
			Chat GPT is a Language AI program and Teachable Machines is not a Language AI program. Teachable Machines allow for trial and error and do not have a cost for students to explore. No student data is collected, if they download a model it downloads the math and not the images or data the student added. It is locally hosted and not running on a server. Once the student exits the program the model is erased. This will be opened up for all middle school students at school and home on district chromebooks. Council discussion comments: The principal and teacher had valid arguments about using tools to support safe use for students. We allow other tools that students can record themselves and upload files so we brought it to the curriculum council. We can add this to MS separate from Elementary. This program can help students to see how AI models are taught. **Committee Vote: Approved** 

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			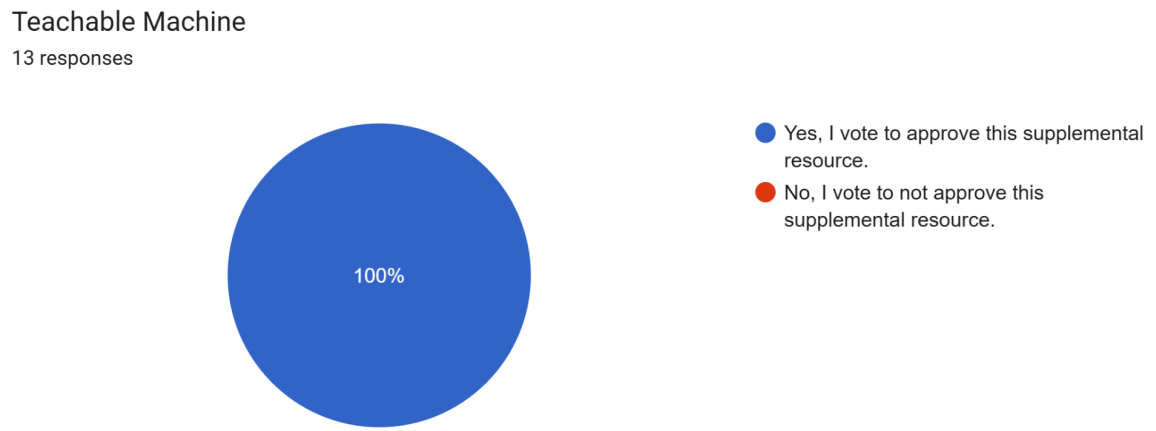
Review, Discuss and Take Action on Course Proposals	Review 4 course proposals: **AVID 6 Yearlong** **Environmental Sciences** **Game Design and Coding** **eSports: Fundamentals of Gaming Technology**	5:10-5:50	**Jackie Williams/Ceci Shelton - AVID 6 Year Long** Transition into middle school can be challenging and the AVID elective can support students with study skills, organization, note taking and healthy habits. We currently have a semester long class but would like to expand this elective to a year long to be able to add more work in college and career readiness and collaborative study groups in tutorials. No cost to add this class other than attendance for AVID summer institute for teachers which is already paid for by the school team. This would be in addition to the AVID semester class not as a replacement. AVID Elective is a year long course for 7th and 8th grade students. Council discussion comments: No additional comments. **Committee Vote: Approved**

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			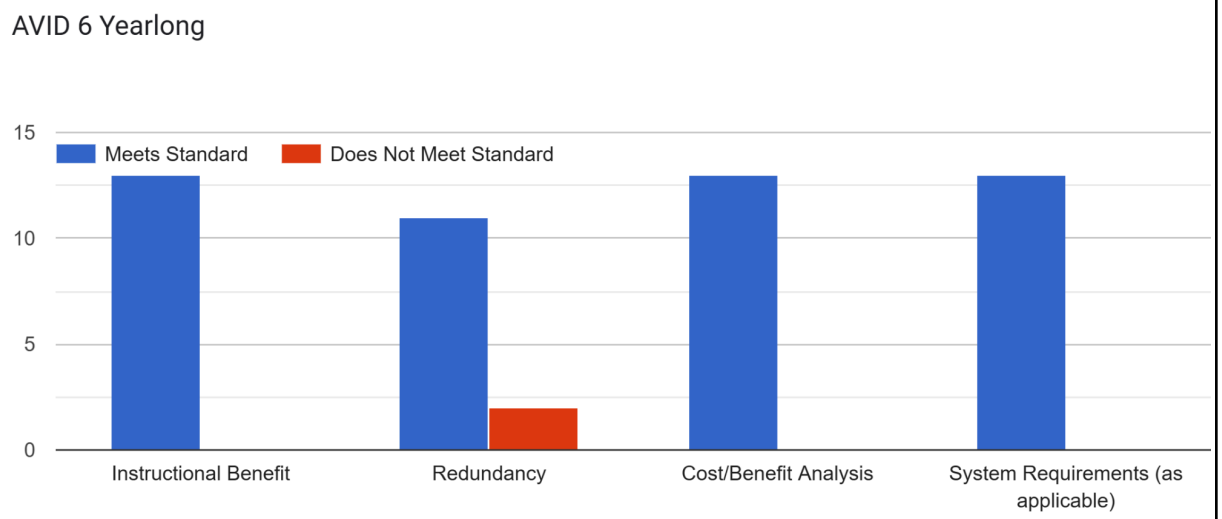 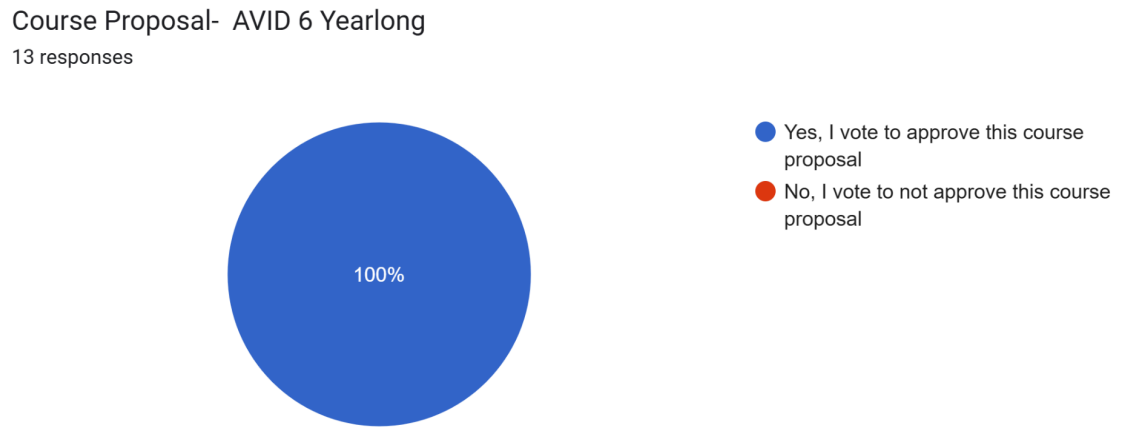 **Daniel Schack - Environmental Science** The current science curriculum is well done but it has too much in it to be able to teach everything. There is enough environmental science curriculum in Savvas to be able to go deeper into the science concepts of environmental science. This course would be a project based learning course to help go deeper into the content. Expansion of the topics can enhance the science experience for students as an

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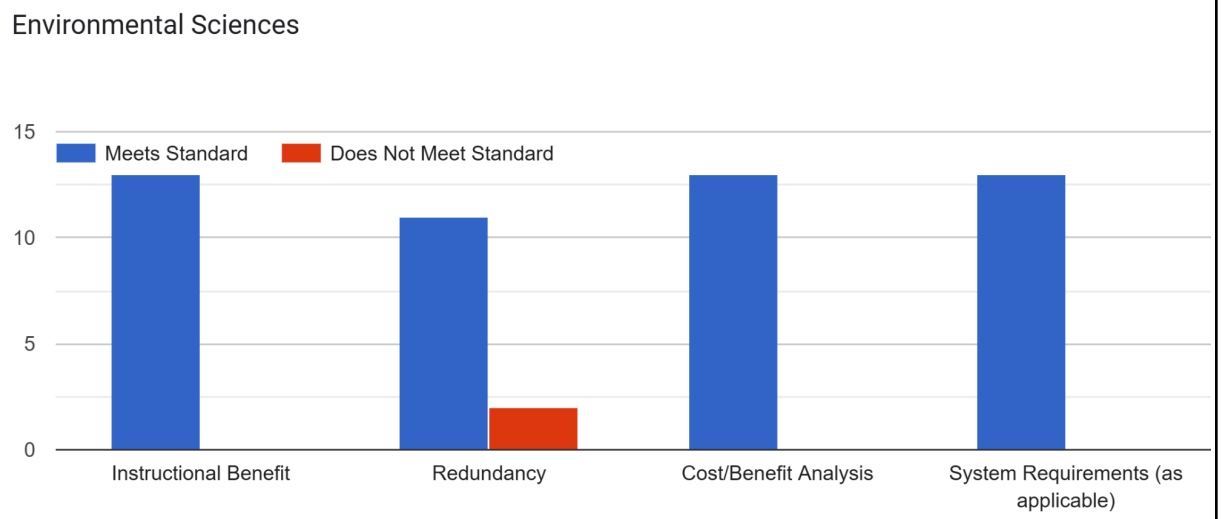
			elective course. This course is not a replacement for our current science classes. Proposed for grade 7 & 8. Council discussion comments: Concerned about the science standards and if content is pulled from another science course will there be overlap. Are we asking more courses that thin out the number of the students that take a specific elective. **Committee Vote: Approved** 

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			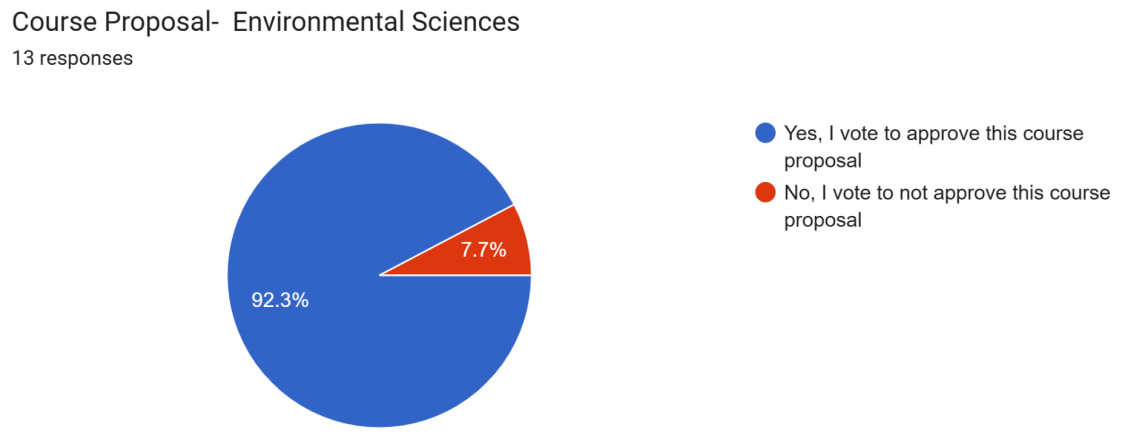 **Kevin Bloomberg - Game Design and Coding** This course would teach students about technology with a focus on video games to engage students. This would be a year long computer science coding class with the end result being a product that they can work on moving forward. Career and Technical Education (CTE) based course that can lead them to a high school CTE path. Needs to be a year long class to support the teaching of coding that is used by game designers. The course would like to go through every aspect of the gaming design process during the course. There would be an opportunity to develop a game and teach them how to publish their games. The programs are free to use and they do not collect student data in the process of coding. The class uses computers that were purchased for the afterschool eSport League and are not currently used during the school year. No specific prerequisite for the course except general coding knowledge. Students could return for a second or third year and build on their learning from the previous year. The programs requested for this class have not been approved as supplemental resources at this time. The resources would need approval prior to the course starting. Council discussion comments: members that a lot of kids would be more interested in taking this class. Good that it is connected to CTE courses. **Committee Vote: Approved**

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			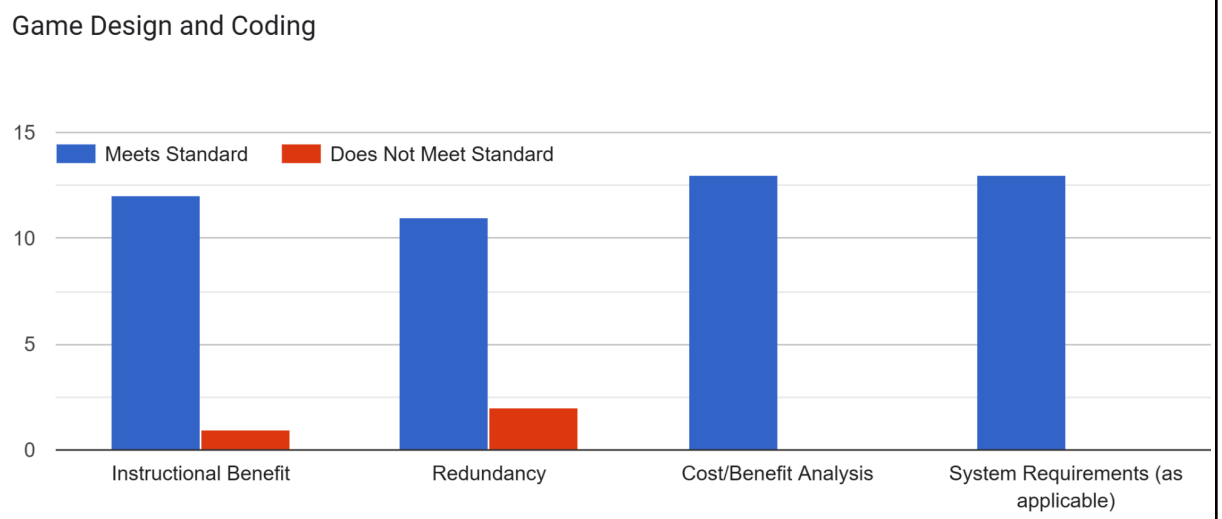 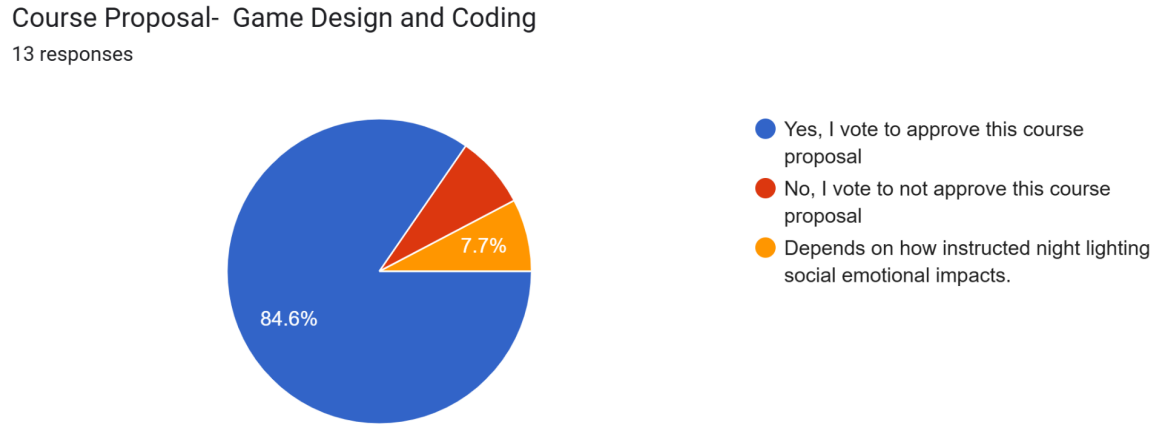 **Kevin Bloomberg - eSports Fundamentals of Gaming Technology** Kevin would like to utilize the eSports computers that he currently has at his campus. He would like to offer this as a class since all students do not have access to the afterschool club. The course will teach about computer science, history of video games, and how eSports works. It will focus on digital

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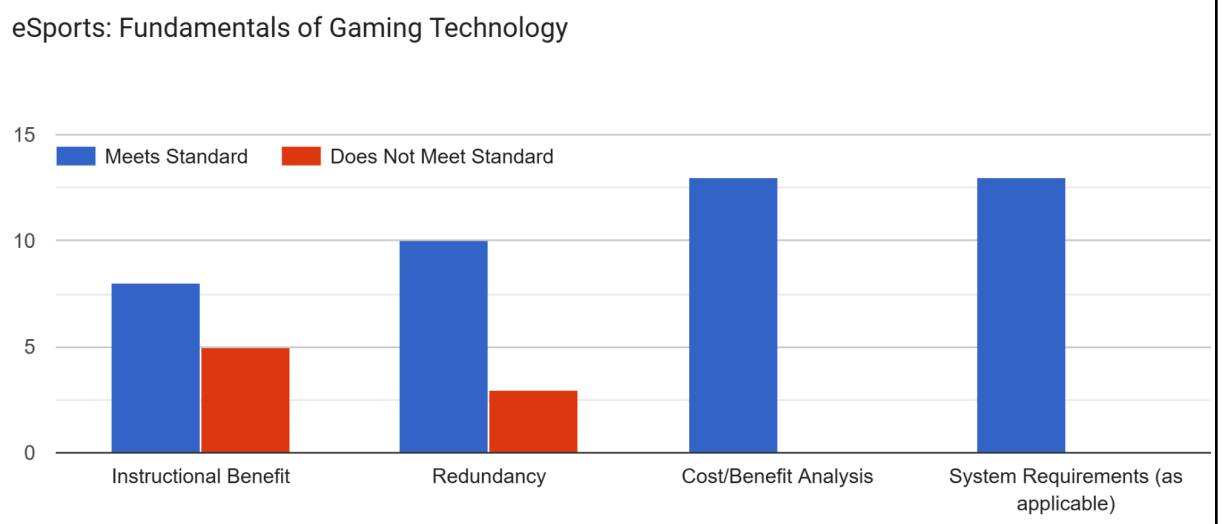
			citizenship and resilience and proper mental health related to gaming. Tempe Elementary also has a course on eSports that is an alternative to PE. This course would focus more on computer science. The final project will be a collaborative site to share with eSport teams to teach them how to do things like shoutcast, etc. The course would like to take kids to ASU esports arena and video game design to share the pathway for collegiate opportunities. Council discussion comments: The final project is a website for the exploration of eSports and will be in depth in gaming concepts. Identified SEL standards that can be addressed during the course. **Committee Vote: Approved** 

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			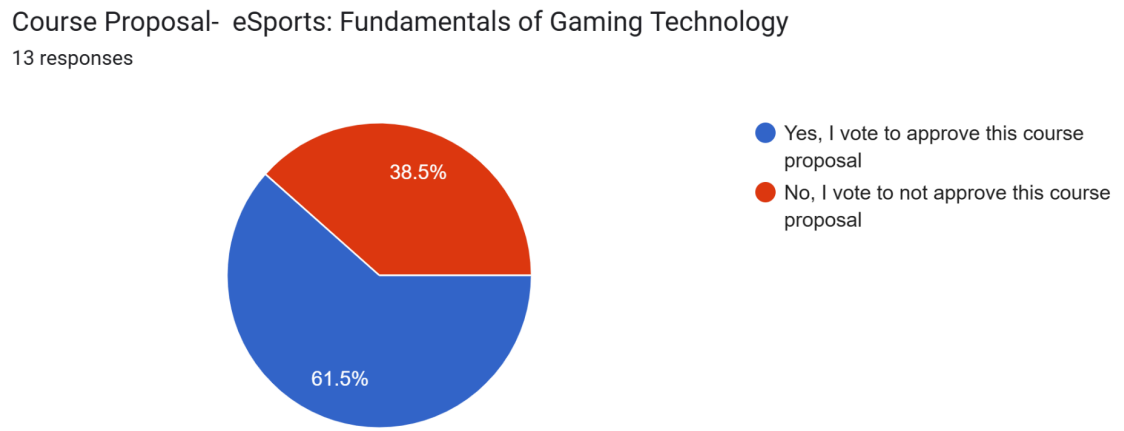
Closing of Meeting	Remind of upcoming meeting dates	5:50	Next meeting is December 8, 2025 at 4:30pm at Kyrene District Office.

Contact Sarah Collins at scollins@kyrene.org or 480 541-1167 with any questions.