

VALLEY JUNIOR HIGH COMMUNITY COUNCIL

Nov 8, 2022
2:30 p.m. VJH
Shasta Lounge

Meeting called by:	Mandy Chapple	Type of Meeting:	Open
Facilitator:	Mandy Chapple	Note taker:	Jacob Ballantine
Timekeeper:			
Attendees:	Jason DeGregoia, Corrine Keyonnie, Tony Sorenson, Michelle Steenblik, Rebecca Johnson, Sherri Allison, Gary Cloward, Holly Hennsey, Karyn Winder, Dr. Chapple, Jacob Ballentine, Corinna McAllister		

Topic

Welcome

Review of Minutes Moved to approve minutes Holly Seconded Michelle

We reviewed the data for discipline, the biggest was tardies. We reviewed Ed Handbook, we had over 400 tardies in the first quarter. This year we have lowered major infractions by 60. The biggest issue is still tardies and defiance. We are trying to lower this by using the instructional coach. By further breaking the data down we are able to focus on different interventions.

The district did cover 1.1 for FTE, we are going to look to hire a contract sub. The person just needs a teaching license.

Engagement data

Community Council Trainings – 11/9 12-1 pm; 11/9 7-8 pm; 11/14 12-1 pm; 11/14 7-8 pm

<https://schools-utah-gov.zoom.us/j/8294002561?pwd=Tld0Vi9PR01sRENlenZZajRTU2JqdzO9>

Trainings will be recorded and available on YouTube

Any update for USBE Elevate, next steps? We did get selected, 1 of 6 in the state of Utah. \$375,000 will be spent to help the school, most of that will be used for consulting fees. In Jan they will start the evaluation of the school. The plan will be implemented in fall of 2023.

Town Hall Meeting with Governor Spencer Cox, any report? No members attended.

District Community Council meeting 11/29 6pm at Hunter High School. Corinna McAllister will attend.

Dec 13 at 6:30 is the next town hall meeting.

The next CC meeting will be Jan 10th at 2:30

Rolling Meadows tomorrow from 5-8pm is their 50th anniversary.

Questions were asked about the safe route, how do we get flashing lights. Bring in Dt Millet.

Motion was made to adjourn the meeting by Mr Cloward, and seconded by Corinna M.