Welcome Parents and Community Members

Charlotte-Mecklenburg Schools

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https://padlet.com/erical_nelson/k8Meeting

February 25, 2019

Construction Updates

Additional construction updates can be found via http://bit.ly/2EtiXXq

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Naming Updates

- **2 Naming Surveys administered**
  - **Results Survey 1:**
    - 752 respondents
    - Davidson Academy (31.25%), Davidson Town School (28.46%), The Davidson School (22.4%), Davidson Preparatory School (17.82%)
      - During Survey 1 there was information brought to the task force showing that two names were used during the 1890s - 1960s during school segregation. These names were removed from consideration
  - **Results Survey 2:**
    - 579 respondents
    - Davidson Town School (66.14%), Davidson K-8 (33.86%)

- With 66% of the respondents voting for Davidson Town School, the Task Force has completed the first step toward petitioning the district for a name change

Other Non-Curriculum Updates

- Mascot work is being done through CMS graphics to include a more fierce tiger for the 6-8 and the addition of Tiger Paws for K-5 and 6-8
- Rebranding conversations with CMS are in the works
- "Topping Off" ceremony is planned for Tuesday, February 26
- Interest Survey
  - 5th Grade Interest Survey was conducted in early January
  - Resultshttps://www.surveymonkey.com/results/SM-M3BMSJDRV/
  - Current 4th grade students will be surveyed in March
  - Parent Survey will be opened for parents beginning Tuesday, February 26 until March 22. https://www.surveymonkey.com/r/73YKNVX
  - Results from these surveys will be used for current and future planning
- CMS has not yet released ADMs and Hiring Guidelines

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A Day In The Life of a 6th Grader

CMS Planning Guide

- **Core Blocks:**
  - Math (6th Grade Math, Honors 6th Grade Math, Pre-Math 1)
  - Science
  - Social Studies
  - ELA (6th Grade ELA, Honors 6th Grade ELA)
- **Required Electives**
  - Health and PE
  - Computer Science Discoveries 6
- **Optional Elective Classes**
  - Semester Long (A/B day for 18 weeks)
  - Year-Long (A/B day for 36 weeks)
- **Lunch**
- **PA**

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Honors Math / ELA Selection

- **Rubric will be used to place students in Honors Math and Honors ELA courses**

- **Rubric Includes:**
  - 4th Grade EOG scores
  - 5th Grade EOG scores
  - 5th Grade report card grades
  - Teacher Recommendation
  - Talent Development (TD) Certification
  - Spring MAP scores

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Electives - Required

Physical Education

Units of Study include a focus on fitness, team sports, and cooperative games. Activities *may* include but are not limited to:

- Volleyball
- Basketball
- Ultimate Football
- Fitness Testing
- Badminton
- Soccer
- Team Handball

Electives - Required

Health

Health Education coursework aligns to the North Carolina Standard Course of Study and will include units in:

- Mental and Emotional Health
- Nutrition
- Alcohol, Tobacco, and other Drugs
- Interpersonal Communication & Relationships

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Electives - Required

Computer Science Discoveries I, II, III

Computer Science Discoveries takes a wide-lense on computer science by covering topics such as programming, physical computing, HTML/CSS, and data. This course inspires students as they build their own websites, apps, games, and physical computing devices.

Students who complete CSD-I, CSD-II, adn CSD-III are prepared to enter AP Computer Computer Science in 9th grade.

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Electives - Required

Computer Science Discoveries I, II, III

CSD - I (Grade 6)

Unit 1 - Problem Solving

Unit 1 is a highly interactive and collaborative introduction to the field of computer science, as framed within the broader pursuit of solving problems. You'll practice using a problem solving process to address a series of puzzles, challenges, and real world scenarios. Next, you'll learn how computers input, output, store, and process information to help humans solve problems. The unit concludes with a project in which you design an application that helps solve a problem of your choosing.

Unit 2 - Web Development

In Unit 2, you'll learn how to create and share the content on your own web pages. After deciding what content you want to share with the world, you'll learn how to structure and style your pages using HTML and CSS. You'll also practice valuable programming skills such as debugging and commenting. By the end of the unit, you'll have a personal website that you can publish to the Internet.

Electives - Required

Computer Science Discoveries I, II, III

CSD - II (Grade 7)

Animations and Games ('18-'19)

In Unit 3, you'll build on your coding experience as you program animations, interactive art, and games in Game Lab. The unit starts off with simple shapes and builds up to more sophisticated sprite-based games, using the same programming concepts and the design process computer scientists use daily. In the final project, you'll develop a personalized, interactive program.

The Design Process ('18-'19)

Unit 4 introduces the broader social impacts of computing. Through a series of design challenges, you will learn how to better understand the needs of others while developing a solution to a problem. The second half of the unit consists of an iterative team project, during which teams have the opportunity to identify a need that they care about, prototype solutions both on paper and in App Lab, and test solutions with real users to get feedback and drive further iteration.

Electives - Required

Computer Science Discoveries I, II, III

CSD - III (Grade 8)

Data and Society ('18-'19)

Unit 5 is about the importance of data in solving problems and highlights how computers can help in this process. The first chapter explores different systems used to represent information in a computer and the challenges and tradeoffs posed by using them. In the second chapter you'll learn how collections of data are used to solve problems, and how computers help to automate the steps of this process. The chapter concludes by considering how the data problem solving process can be applied to an area of your choosing.

Physical Computing ('18-'19)

Unit 6 explores the role of hardware platforms in computing and how different sensors can provide more effective input and output than the traditional keyboard, mouse, and monitor. Using App Lab and Adafruit's Circuit Playground, you'll develop programs that utilize the same hardware inputs and outputs that you see in the smart devices, looking at how a simple rough prototype can lead to a finished product. The unit concludes with a design challenge to use the Circuit Playground as the basis for an innovation of your own design.

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Addition of 2nd CTE course in year 2

6-8 Curriculum

- Follow the North Carolina Standard Course of Study for all Core Classes (Mathematics, English Language Arts, Science, and Social Studies)
- Honors Level Courses in Mathematics and English Language Arts
- Honors Level selection to include: Teacher Recommendation, State Assessment Information, Grades
- Electives determined by student interest

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6th Grade Opportunities

- Middle School Newspaper

- Duke TIP
- Battle of the Books (4 - 6)

- Chess Club (K - 8)
- Yearbook

- National Junior Honor Society (gr. 7 - 8)
- National Elementary School Honor Society (gr. 4 - 6)

- Robotics (4 - 6)
- Academic Competitions (Math, STEM, etc.)
- Student Council
- Personalized Learning (K - 8)
- 1-1 Technology Access (2 - 8)
- STEM Clubs - collaboration w/ Hough
- News Team (ex:4/5th team AM, 6/8 team PM)

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