New Academy Charter Schools Board

Meeting Agenda

Date and Time

Wednesday October 21, 2020 at 5:00 PM PDT

Public Comment Notice:

Individuals and representatives of organizations are invited to address the Board on any subject that falls within the Board's purview. If the item will be acted on at the Board Meeting, speakers are called on to speak prior to Board action on the item and in the first section of the public comment period. If the speaker's topic will not be voted on at the Board Meeting, their presentation is also made during the Comment portion of the meeting, but <u>after comment on actionable items</u>. Each speaker is limited to a <u>three-minute presentation</u>. The time is doubled if an interpreter is required.

NOTE: If you would like to participate, you may gain access to the meeting by entering the zoom link (URL) in your browser or meeting code below. Phone access is available using the DIAL IN PHONE NUMBER below:

Join Zoom Meeting

https://lmula.zoom.us/j/6894541581

DIAL IN: Phone: 1 669 900 6833

Meeting ID: 689 454 1581

		Purpose	Presenter
1.	Opening Items a. Record Attendance & Guests b. Call the Meeting to Order c. Public Comment		V Gill
2.	Consent Calendar a. Approve Minutes: September 23, 2020	Vote	P. Didonato
3.	Finance a. EdTec Financial Presentation i. Approve Check Register from Sept.2020 Vote ii. COVID Restrictive Funds Update		
4.	Action/Discussion Items a. Approve Parent Involvement Policy – Action Item	Vote	Dr. Guerrero/Dr Todd

Vote

Dr. Guerrero/Dr Todd

b. Approve Homeless Education Policy – Action Item

5. Academic Excellence – Information Only

a. School Site Administrator Reports

(written reports provided)

b. 3 plus 3 Family Partnership Report

i. New-new Charter Initiatives

Discuss

Discuss

Dr. Guerrero/Dr Todd

Dr. Guerrero/ Dr Todd

6. Technology Updates – Information Only

7. NACP Painting Update-Information Only

8. Grant Writing-Information Only

9. Governance: Action Item

a. Board Retreat Date

Vote

V Gill

10. Closing Item

11. Adjourn Meeting