

i3 Academy

Vision

We envision a world in which all learners excel in a global society.

Mission

Our mission is to empower learners to be agents of change for the problems they see in their world.

Beliefs

If students fail, we all fail.

Decisions are informed and strategic

Embrace differences. Many minds are better than one.

Celebrate student voice through rigorous engagement.

Access and opportunity drive achievement

Exploration is the beginning of understanding

ALL means ALL

Accelerated Learning

Objectives

- Assess where students are academically in math and literacy, and strategically align students for small group instruction to meet specific needs

Personalized Learning

Objectives

- Utilize technology and learning management systems to create a blended learning environment, where students can work at their own pace

Social-emotional wellness

Objectives

- To create an environment where students and staff feel safe, supported, and a sense of belonging.

Enrichment and Engagement

Objectives

- To create a highly enriching, highly engaging learning environment that facilitates learners to become empowered agents of change.

Critical Thinking skills

Objectives

- Critical and creative thinking skills will be fostered through project-based and problem-based learning experiences.

Critical Initiatives

- SIPPS Phonics Instruction- SIPPS is the phonics component of i3 Academy's literacy program. We will take an all hands on deck approach

Critical Initiatives

- Create learning environments that are conducive to learning with technology and support parents at home in creating those learning

Critical Initiatives

- Implement the Caring School Community curriculum: morning and closing circles, and caring school discipline.

Critical Initiatives

- Implementation of enrichment programs (Makerspace, World Language, Art, Wellness) and project-based learning to empower

Critical Initiatives

- STEAM curricula through Makerspace, Science, enrichment program, the gifted and talented program, and other avenues for

Critical Initiatives	Critical Initiatives	Critical Initiatives	Critical Initiatives	Critical Initiatives
<p>to phonics based on initial results of the placement assessment.</p> <ul style="list-style-type: none"> Assessing Math Concepts and Math Assessments- An initial math assessment was designed/coordinated to mirror our literacy assessment to help teachers determine small group instruction. iReady benchmark assessment- students took the iReady benchmark assessment to help support an additional data point for student instructional design. 	<p>environments. Eliminate barriers to learning due to technology access</p> <ul style="list-style-type: none"> Implement learning management systems that support self-directed learning (Google Classroom and Seesaw) Support educators in blended learning and virtual learning professional development 	<ul style="list-style-type: none"> Distribute surveys for social-emotional well being Employee assistance program for staff to access mental health resources as needed. 	<p>learners to be agents of change</p> <ul style="list-style-type: none"> To support project-based and problem-based learning experiences in classrooms and in enrichment/after school/summer programs. 	<p>creative thinking.</p> <ul style="list-style-type: none"> Makerspace will implement robotics education in grades K-5
Key Measures	Key Measures	Key Measures	Key Measures	Key Measures
<ul style="list-style-type: none"> 70% of students advance by one SIPPS level. 60% of students tracking to be on math grade level 60% on track for grade level by end of year 	<ul style="list-style-type: none"> 100 % of students have equitable technology access 100 % of students active in LMS 90% of faculty comfortable with tech tools 	<ul style="list-style-type: none"> 85% positive response to school culture/climate 50% access to mental health resources 	<ul style="list-style-type: none"> 70% learner engagement on ELEOT 	<ul style="list-style-type: none"> 70% learner engagement on ELEOT Project-based learning products Student participation in robotics education