

Highland Community School Board of Education

AGENDA

Board Meeting, 5:00 P.M. on Monday, August 12th, 2024
Regular Board Meeting Location: High School Board Room

Board Focus: 2024-2025
By the end of 2027: 80% Proficiency in ELA and Math

Mission Statement: Highland Community School District supports all learners in pursuing continuous learning in a culturally responsive, academic environment.

The regular meeting of the Highland Community School Board of Education will be held on Monday, August 12th, 2024 at **5:00 p.m.** in the High School Board Room.

Tentative Agenda:

1. Roll call by Secretary
2. Approval of the agenda
3. Consent Agenda:
 - 1) Approval of July 8th, 2024 Regular Meeting minutes
 - 2) Approval of financial reports
 - 3) Approval of monthly bills
 - 4) Approval of school fundraisers
4. Receive visitors:
5. Discussion/Action on tax rate certification.
6. Discussion/Action on obsolete equipment (Wrestling Mats, Scale, Wood Planer).
7. Discussion/Action on Administrative Regulations Handbook.
8. Discussion on First Reading for Policies: 502.6, 507.8R1, 607.2, 704.1, 704.6, 704.6R1, 706.1, 706.2, 706.3, 706.3R1, 707.1, 707.4, decide on 707.6, 708, 710.1, 801.3, 803.2. Rescind 504.5, 504.5R1, 707.2, 707.3
9. Discussion/Action on Second Reading for Policies: 501.3, 501.9, 501.9R1, 501.12, 501.14, 501.15, 505.2, 603.1, 603.12, 905.3. Rescind 501.9E1, 501.10, 501.10R1
10. Personnel – Resignations, appointments, modifications
11. Report of Board & Administration
 - a. Report of Board of Directors
 - b. Report of Principals
 - c. Report of Autumn Moyer, Board Secretary
 - d. Report of Ken Crawford, Superintendent
12. Closed Session: To review or discuss records which are required or authorized by state or federal law to be kept confidential as a condition for the boards possession or receipt of federal funds. Iowa Code 21.5(1)(a).
13. Work Session date/time – August 26, 2024, 5:00 p.m.
14. Date, time and place of next board meeting – Monday, September 9th, 2024 – 5:00 p.m.
15. Adjournment.....