



Making What You Measure Part of Your School's Story

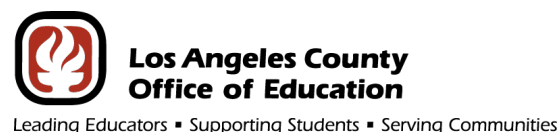




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Goals for Today

1

Welcome & Introduction

2

Telling Your School's Story

3

Practice with A-GAME in Mind

4

Measurable Metrics for Storytelling

5

Building Your Story

“Once Upon A Time”

Today's Big Question



What is the narrative of your school, and how can data be woven into this story to enrich and strengthen its impact?

Telling Your School's Story





Overall Index

71.46

[View More](#)



Support Category

Universal Support

Not identified for CSI, ATS, or TSI

[View More](#)



Growth Index

69.60

[View More](#)



Proficiency Index

75.16

[View More](#)



Measuring What Matters: Telling Your School's Story

Assessing



GLOBAL ACCESS

Beyond Career and College Readiness, A-GAME goals ensure students have taken measurable steps into the real world.



ACADEMICS

Beyond growth and achievement on state assessments, A-GAME Goals include high school credit earning rates, GPA, internal benchmarks, portfolios, lexile growth, and more.



MISSION

A-GAME Goals measure the extent to which students embody the school's mission.



EQUITY

A-Game Goals start with the student and measure their growth and achievements. They include measures of school climate, student engagement, and social emotional development.

What do you hear/see?



Mission Goals: Let's Practice



How much does your school do?

How well does your school school do it?

Is anyone better off as a result?

How do you know?

Example Story Topics

- School-wide behavior management.
- Assessing the mastery of skills and content.
- Continuous improvement efforts and monitoring.
- Measuring impact of your school mission.

- MTSS process & monitoring.
- Use of assessment of and for learning.
- Measuring impact of your school mission.
- Measuring strategy and activity implementation.
- Training and retaining teachers.



Example A GAME Measures

- Measures Related to School Mission (i.e, Credit Attainment, Rubric Indicators for PBL, College Enrollment & Perseverance)
- School Climate Survey Results (Parents & Students)
- Results of Focus Groups
- Re-enrollment Numbers
- Attendance Rate
- Student Growth Measures (Assessments Other Than Required)
- Progress Monitoring Results
- Subgroup Progress
- Instructional Monitoring Data



Re-Designing YOUR School's Story



A-GAME Stands for....

Assessing



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Global Access

What does it mean to prepare students for the world after high school?

- What do you do with your students to prepare them to be citizens? Life-long learners? Active members of society?
- How do your students see the connection between what they learn in school and the world beyond?
- What opportunities do your students have to explore their interests and image themselves as professionals?

Add a sentence or a bullet to your story related to how your school approaches global access for your students!



Academics

What does it mean to prepare students academically?

- What courses, curriculum, instructional models are available to your students?
- How does the curriculum build student's academic knowledge and skills?
- What subject areas are most important to you and your students?

Add a sentence or a bullet to your story related to how your school approaches academics uniquely for your students!



Mission

What does it mean to have a mission that lives in the student experience?

- How have you embedded the mission into the HEART of the school?
- What experience(s) for students at your school is/are uniquely transformative?

Add a sentence or a bullet to your story related to how your school's mission comes alive for your students!



Equity Goals – Grounding Questions

What does it mean to Engage and Support Students?

- How do you ensure that ALL students are learning and thriving?
- In what ways are your students encouraged to return to school each day?
- How are students supported to learn together, collaborate, and communicate?

Add a sentence or a bullet to your story related to how your school ensures every student has what he/she/they need to thrive everyday!





STORYTIME



2024 A-GAME Convenings



Free to A-GAME Community members. Register at
www.CharterNetwork.org/AGAME



Not a member yet? Join the community for free at
www.CharterInstitute.org/AGAME/Join-Community



**FEB
14**

Virtual Convening

Meet with your peers online, Wednesday,
February 14, 2024 at 1:00 pm EST.

**APR
3**

Virtual Convening

Meet with your peers online, Wednesday,
April 3, 2024 at 1:00 pm EST.

**MAY
2-3**

In-Person Convening

Join your peers in **Chicago, IL**, from **12:00 pm May 2 through 3:00 pm May 3** (Thursday and Friday). NACSA will cover the registration cost for the first 50 organizations. Sign-up soon!

THANK YOU!

WWW.CHARTERINSTITUTE.ORG/AGAME

