

SCHOOL IMPROVEMENT PLAN
Abingdon High
2017-2018

A. Two school-wide instructional goals indicated by Data.

OBJECTIVE 1: Work to improve student achievement in Social Studies.

Strategies

- Implement remediation through the use of the current Social Studies staff.
- Implement the use of laptop devices to enhance learning opportunities in all Social Studies courses.
- Remediation and tutoring will be offered to strengthen student weaknesses and coincide with the regular classroom instruction.
- Identify areas of weakness in instructional areas of each teacher and focus their instruction to those areas.
- Differentiation within classrooms for students with different learning styles along with lesson planning based upon Depth of Knowledge will be practiced.
- Tutoring and remediation will be offered to students who are at-risk. This tutoring/remediation program is provided through the Project Graduation budget.
- Shared practices will be discussed and implemented in departmental meetings.
- SOL scope and sequence, Interactive Achievement, Unpacking the Standards, blueprints, and pacing guides will be utilized in the curriculum.

Indicators

- Results of Interactive Achievement, Unpacking the Standards, and other measurements of knowledge will reflect the students who need subsequent remediation which will be provided for success on the SOL End-of-Course Tests and will reduce the number of times a test is taken.
- Instruction will be paced and on track in sequence with these above-stated measurements, allowing for adequate topic coverage within the scope of SOL testing data.
- Students will receive differentiated instruction to insure comprehension of presented materials within the curriculum.
- Achievement on the SOL tests will show improvement on overall scores from previous years with an increase toward the 100% achievement level.

OBJECTIVE 2: Work to measure and develop a classroom culture that is conducive to teaching and learning

Strategies

- Implement a variety of instructional strategies to meet the needs of all learners.
- Incorporate project-based learning to promote real-life application of subject material.
- Provide opportunities for Game/Technology-based learning.
- Emphasize the importance of attendance as well as grades.

- Motivate students to participate in the classroom and outside of the classroom.
- Form relationships with students.

Indicators

- Teachers will present material, using a variety of teaching methods.
- Teachers will differentiate student learning in the classroom.
- Teachers will consider pair and group work to promote forming relationships, learn from each other.
- Students will complete activities and projects to demonstrate how to use the subject area in daily life.
- Students will complete surveys and participate in discussions concerning school culture.
- Students will complete virtual labs.
- Teachers will use Kahoot quizzes to check for understanding.
- The school will offer a monthly raffle. Raffle tickets awarded for attendance, no missing tasks, A's and highest average. Everybody gets at least one ticket to celebrate the completion of a month of school (the sympathy ticket).
- Faculty and staff will attend a variety of school functions.
- Students complete a city project in foreign language classes to simulate traveling in foreign countries.
- Students write original plays, create portfolios, and create and film commercials in the English Department.

B. Professional Development goal to support instructional goals.

OBJECTIVE: Maintain a technology-enhanced environment for students and staff in the areas of instruction and safety

Strategies

- Install new cameras inside and outside the building.
- Install new Epson projectors in classrooms.
- Offer technology training on a variety of topics.
- Assign Chromebooks to all 9th and 10th grade students.
- Provide Chromebook and laptop carts for classroom use.

Indicators

- Teachers and students will use Google classroom for posting assignments, offering feedback, promoting group dialogue and encourage critical thinking discussions.
- Teachers will use Interactive Achievement for quizzes and tests.
- Teachers will assign technology based projects to students. Example: make a class quiz review in kahoot.
- Teachers and students will use Quizlet to offer various ways to study, using flashcards, building listening skills, spelling skills, and classroom collaboration with quizlet.live, also uses competition with matching and gravity activities.

- Teachers and students will utilize the online textbooks available in most classes, specifically those that offer interactive activities.
- Students will complete assignments using GSuite, such as Google Slides and Google Docs.
- Students will use other programs such as Adobe Voice in foreign language classrooms.