



SHEBOYGAN AREA
— SCHOOL DISTRICT —

NOTE: This meeting will be held in the Boardroom.

**Starting/ending times may vary*

Tuesday, October 10, 2023

Starting Time: 6:00 – 6:30 p.m.*

CHAIR: Ms. Robbins

MEMBERS: Mr. Mancl, Vice Chair

Ms. Versey

Mr. Laster

(a quorum of the Board may be present)

The Curriculum and Instruction Committee meeting will be held in the Board of Education meeting room, 3330 Stahl Road, Sheboygan, Wisconsin on **Tuesday, October 10, 2023 at 6:00 p.m.** The following items will be presented for consideration at that time:

Please note some Board members may be participating in this Board meeting via teleconference or other remote access technology. Members of the public who attend the meeting will be able to hear any open session dialogue between such members and the Board members present in the Boardroom. In addition, the District is offering audio and video access to the meeting via phone connection by calling 1-312-626-6799 with Meeting ID: 868 9113 5192 and Passcode: 627184 or <https://us06web.zoom.us/j/86891135192?pwd=6k9qxAfEu5qWD0jOmxyXER6U62JscR.1> at the scheduled meeting time.

**REPORT TO THE CURRICULUM & INSTRUCTION COMMITTEE
AGENDA**

- 15 Min. 1. **LEGO® CODING – Mr. Jacob Konrath/Mr. Mike Jaber/Ms. Amy Dekker/Ms. Brenda Louko/Ms. Jenny Zalewski** (Information/Discussion)
- The Instructional Technology team will be showcasing their partnership with LEGO® Education and explain how this standards-based Science, Technology, Engineering, Arts, and Mathematics (STEAM) curriculum and resources has evolved into the department’s board goal for the 2023-2024 school year.
- 5 Min. 2. **SUMMER SCHOOL REPORT – Mr. Jacob Konrath/Ms. Kristin DeTroye** (Information/Discussion)
- Administration will provide a summary of results for the 2023 summer school program.
- 10 Min. 3. **2022-2023 DISTRICT BULLYING REPORT – Mr. Jacob Konrath** (Information/Discussion)
- Administration will provide a report as outlined in Policy 5517.01 on student bullying.



Objective

The Instructional Technology Team will be implementing the Lego Education STEAM curriculum into classroom instruction for the 2023-2024 school year.

Outcome Measures

- PD opportunities will be provided for staff which will explain the Lego Education platform and what it offers to teachers and students(TECHknow, Staff Meetings, Virtual opportunities).
- Students(4K-12) will have the opportunity to participate in Lego Education curricular activities throughout the school year which will be open to all disciplines.
- Students will actively experiment and explore to gain, deepen, and apply new knowledge and skills essential to success in future education and careers.
- Students will experience the 4Cs(Collaboration, Creativity, Communication, and Critical Thinking) through their interactions with the Lego lessons.
- The Instructional Technology Coaches will teach an average of one lesson per week from the Lego curriculum, at one of their schools, beginning in mid-September.

Evidence

<https://education.lego.com/en-us/lessons>

Custom lessons can also be created throughout the year([Carnival Example](#))



Blow Off Some STEAM With An End-of-Year School Carnival

Published

As the school year and testing season wind down, have your students blow off some STEAM through a LEGO® Education carnival. Learn how the Sheboygan Area School District created an immersive experience for students, and borrow their ideas and resources to host your own end of year showcase celebration.

If you're looking for ways for students to blow off some STEAM after testing, set up an immersive experience that provides thrills, challenges, and creative collaborative problem-solving skills!

This idea comes to us from the Sheboygan Area School District, located in Wisconsin, where their Instructional Technology team, led by Coordinator Mike Jaber and championed by IT Coaches Amy Dekker, Jennifer Zaleski, and Brenda Louko, have run several immersive experiences for students throughout the district. In this latest iteration, Amy Dekker sets up carnival challenges for students by modifying lessons from the LEGO® Education SPIKE™ Essential Unit [Crazy Carnival Games](#).

Each student group receives a carnival ticket and must complete specific challenges to earn points. The builds for the challenges are already assembled, and the challenges themselves are based both on coding and completing the games of skill and chance. For older students, groups can choose the order of the challenges; younger students generally have set 5-minute rotations. Jaber even partnered with local businesses to provide custom bags of popcorn for the carnival event! "It's all about making it a fun and immersive learning experience," says Jaber. Check out this short [video](#) and [images](#) showcasing the eight carnival stations.



The team also incorporates challenges from other LEGO® Education solutions, such as the [Claw Machine](#), based on SPIKE™ Prime Lesson [Super Clean-Up](#) and additional lessons from SPIKE Essential™ [Amazing Amusement Park](#), and students use Duplo Building Blocks to create their own food stands.

The initial idea for the immersive experiences came from the Instructional Technology team's introduction to LEGO® Education at their International Society for Technology in Education (ISTE) training in the summer of 2022. At ISTE that year, the LEGO Education team had participants experience challenges from our [Build to Launch](#) program, and the Sheboygan team worked closely with our Educational Impact team to create a similar experience for their district students.

The project led by the Sheboygan Instructional Technology team was rebranded as Ready to Launch, the first-of-its-kind, space-themed learning experience for kindergarten through fifth-grade students. It provided five learning stations that engaged students in 4C activities: critical thinking, creativity, collaboration, and communication. It was definitely the most popular topic in the schools after the students had gone through the experience. Parents even reached out to the teachers and principals, telling them that their child hasn't stopped talking about it since they went through the LEGO experience.

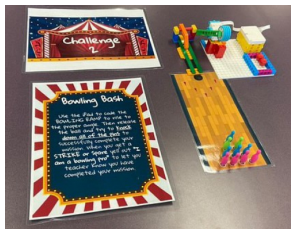
As Jaber explains, their goal was not only to provide new and different ways to engage students through hands-on learning with opportunities to create, collaborate, and iterate; they also wanted to illustrate to building teachers and administrators that they, too, could have similar successful experiences.

Prior to these immersive experiences, LEGO bricks were never part of academic planning and instructional conversations; but now teachers and site administrators are excited to align LEGO lessons to all content areas, recognizing how engaged students are with math and science concepts. "Really any subject matter can be reached with this," Jaber says, as they look forward to garnering greater instructional buy-in throughout the district—perhaps next year with a 2024 Olympic theme.

Jaber just informed his team that the integration of LEGO Education into instruction will be the department's Board of Education Goal for the 2023-2024 school year. It is going to be a great year of pushing the envelope with LEGO Education!

To help you create your own carnival showcase, the Sheboygan team has graciously shared the following resources:

- [Station Instructions](#)
- [Carnival Caravan Placement Card](#)
- [Carnival Tickets](#)
- [Station Signs](#)
- [Carnival Music for the background](#)



Blog LEGO® Education Tips and Tricks 06/22/2023 6:33pm EDT

Added by Emily Hayes

Leave a Comment

2 Comments

REFRESH

Amy Dekker Jun 23

Thank you @Steven Weniger for all of your help and support along the way. I really appreciate you taking the time to come and see this experience in person. I can't wait to get you and @Colleen CannonRuffo back in Sheboygan again to see what we are doing next!

Tzvi Hametz Jun 23

Are those the Sphero Mini Bowling Pins? If so great use!

Amy Dekker Jun 23

Yes they are 🙌

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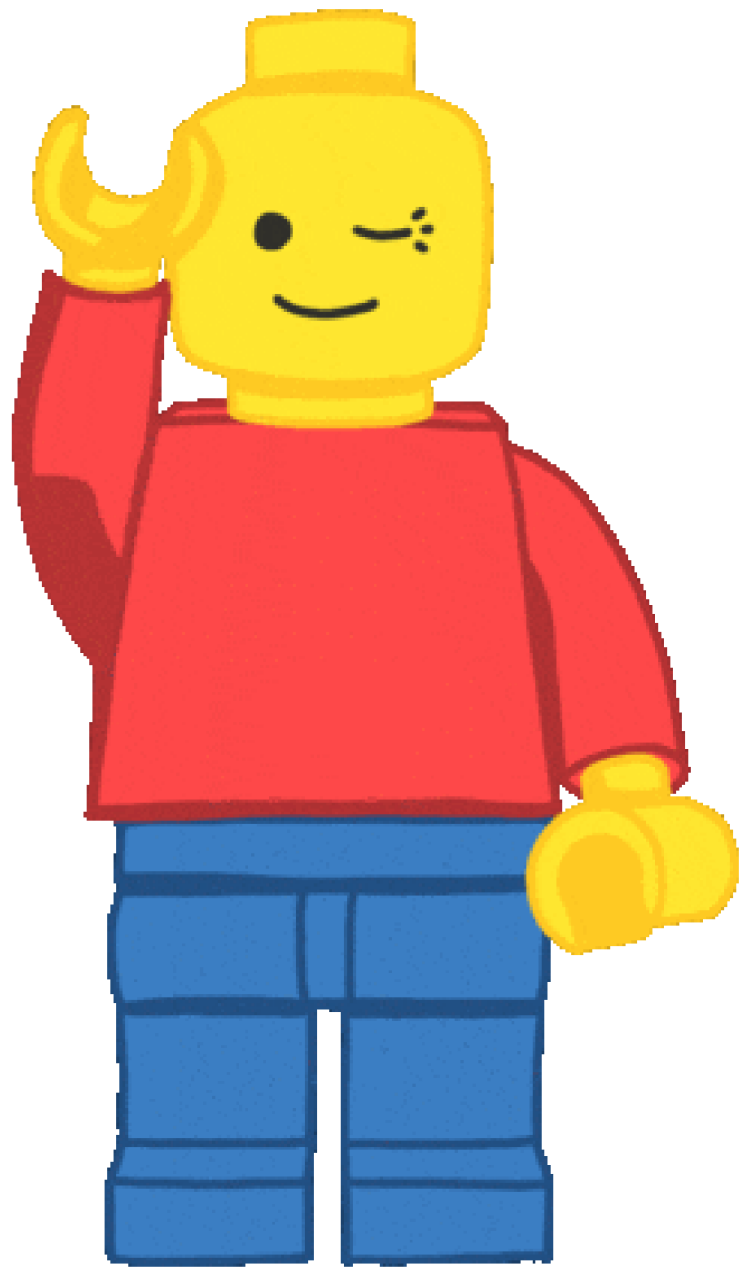
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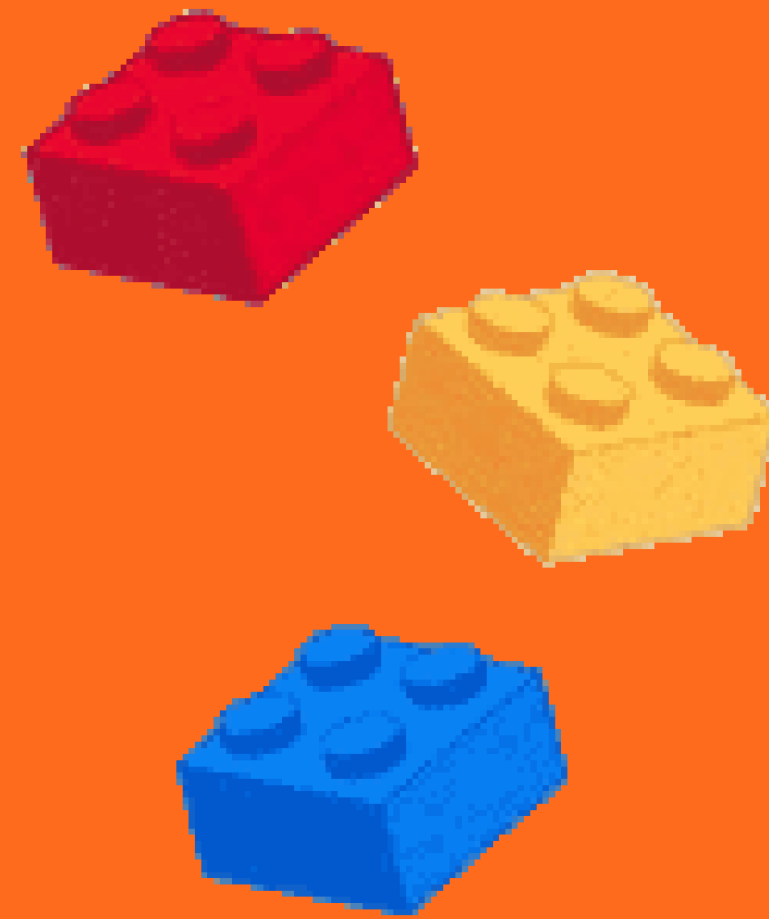
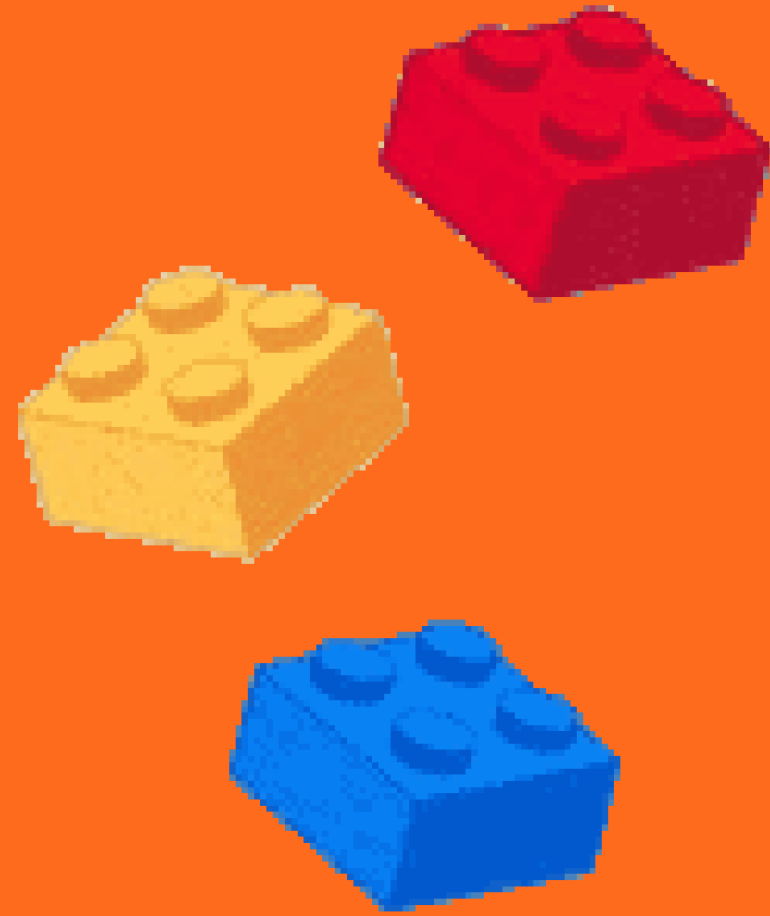
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Resources

Getting Started
Lesson Plans
Download Software



THE LEGO JOURNEY

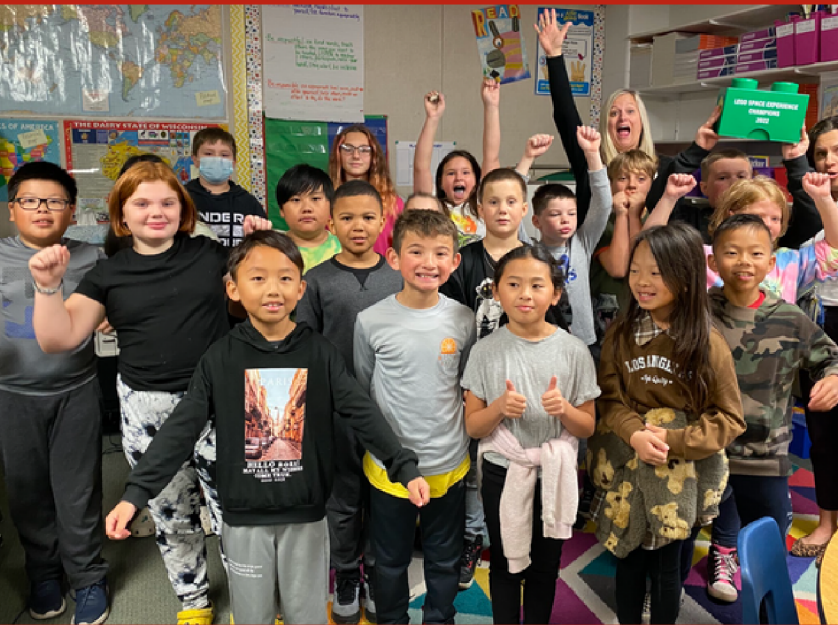


JUNE 2022

**THE INSTRUCTIONAL TECHNOLOGY TEAM
WAS INTRODUCED TO LEGO EDUCATION.**

READY FOR LAUNCH EXPERIENCE

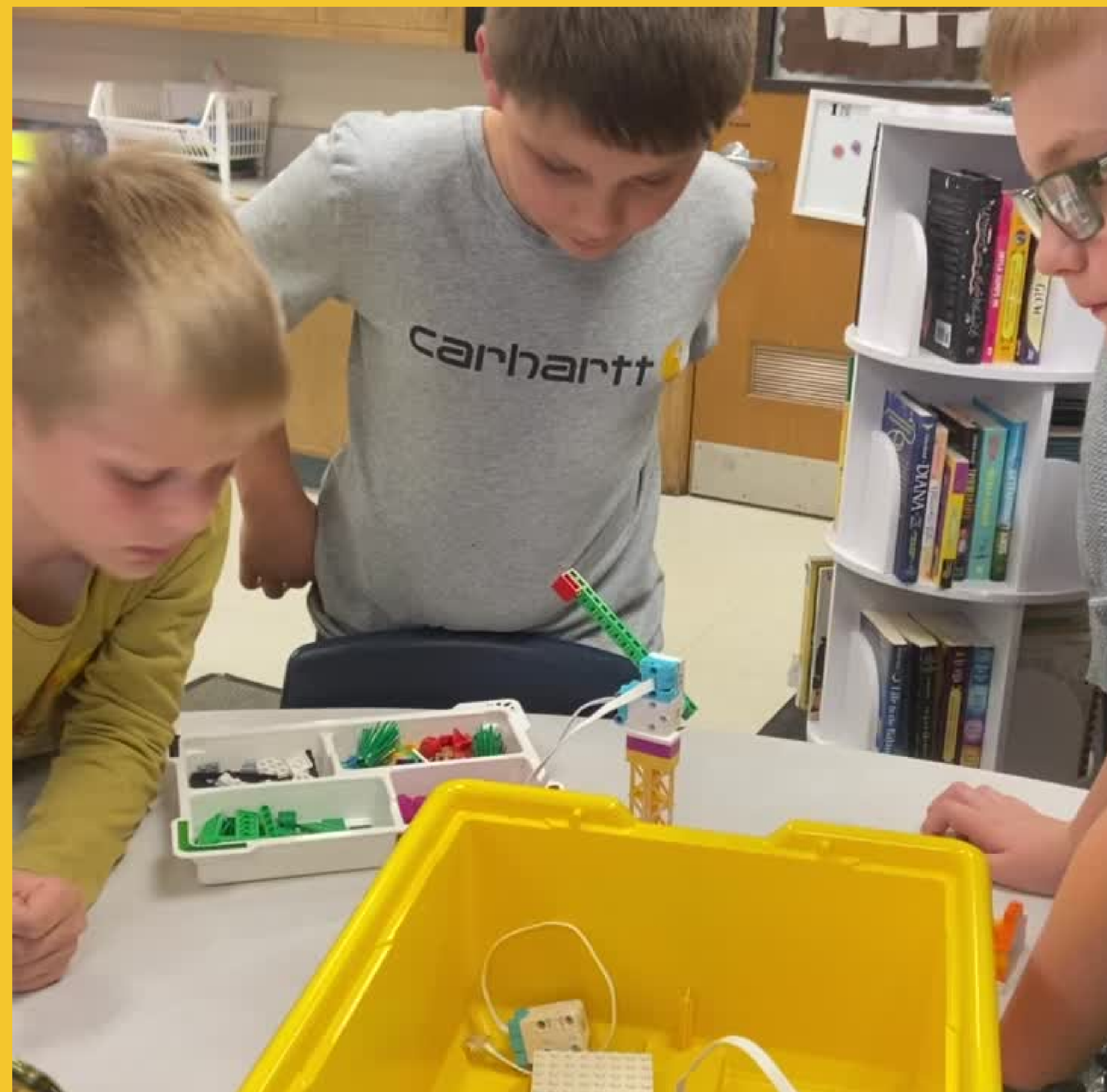




4K-2ND



3RD-5TH



6TH-12TH





IT'S YOUR TURN TO BE THE STUDENT!

**WORK WITH YOUR PARTNER AND FOLLOW
THE INSTRUCTIONS FOR YOUR BUILD.**

**COMMUNICATE
USE YOUR CRITICAL THINKING SKILLS
COLLABORATE
BE CREATIVE**

Sheboygan Area School District Summer School Program - Fall Report



2021 Summer School

145 Resident Full Time Equivalent's (FTE's) and 2 Non-Resident FTE's

2022 Summer School

161 Resident FTE's and 0 Non-Resident FTE's

2023 Summer School

162 Resident FTE's and 0 Non-Resident FTE's

- 2,705 resident students and 64 non-resident students. (2022- 2,382 resident students and 42 non-resident students).
- Attendance was an issue this summer so we are working on ways to boost this for next year (incentives at the elementary level, involving the high school counselors more in order to get the kids to attend and not just register, calls home if a child doesn't show up, etc).
- Running James Madison Elementary School out of Horace Mann Middle School was a HUGE success and all involved did an amazing job! James Madison will go back to their elementary school location for next summer.
- Recreation Department class offerings went down to a week at a time which allowed more students to sign up and attend these classes. We hosted classes at several sites on each side of town. Next summer, we will look to condense some of these locations in order to have more students in fewer locations.
- We look forward to working with Stacy Hayon in her new role within the recreation department
- Huge shout out to Kim Williams who does an outstanding job as the summer school secretary, Rich Gullixon, who handles all things curriculum at the elementary level, and all of the lead teachers that did a great job of leading at their individual sites.

It was a great summer! Thanks for your time!

Kristin DeTroye

**Report on Student Bullying Data
Sheboygan Area School District
2022/23 School Year**

Definition of Bullying (WI DPI website: <http://dpi.wi.gov/sspw/safe-schools/bullying-prevention>)

Bullying is unwanted, aggressive behavior among school aged children that involves a real or perceived power imbalance. The behavior is repeated, or has the potential to be repeated, over time. Both kids who are bullied and who bully others may have serious, lasting problems.

In order to be considered bullying, the behavior must be aggressive and include:

- **An Imbalance of Power:** *Kids who bully use their power—such as physical strength, access to embarrassing information, or popularity—to control or harm others. Power imbalances can change over time and in different situations, even if they involve the same people.*
- **Repetition:** *Bullying behaviors happen more than once or have the potential to happen more than once.*

Number of Documented Incidents:

	2016 - 2017	2017-2018	2018-2019	2021-2022	2022-2023
Elementary	50	62	57	44	37
Middle School	53	60	50	42	69
High School	33	34	33	22	7
Total	136	156	140	108	113

Type of Bullying

Type	Elementary					Middle School					High School				
	16/17	17/18	18/19	21/22	22/23	16/17	17/18	18/19	21/22	22/23	16/17	17/18	18/19	21/22	22/23
Verbal	19	31	28	22	21	25	32	24	22	49	22	24	23	13	6
Social	10	6	9	5	5	8	4	8	6	2	3	0	3	5	0
Physical	11	25	19	17	10	18	19	14	14	16	3	5	5	4	1
Cyber	1	0	1	0	0	2	5	4	0	2	1	2	2	0	0
No type recorded	9	0	0	0	1	0	0	0	0	0	4	3	0	0	0

Definitions and examples from the WI Department of Public Instruction

- **Verbal bullying** is saying or writing mean things. Verbal bullying includes:
 - Teasing
 - Name-calling
 - Inappropriate sexual comments
 - Taunting
 - Threatening to cause harm

- **Social bullying** involves hurting someone's reputation or relationships. Social bullying includes:
 - Leaving someone out on purpose
 - Telling other children not to be friends with someone
 - Spreading rumors about someone
 - Embarrassing someone in public

- **Physical bullying** involves hurting a person’s body or possessions. Physical bullying includes:
 - Hitting/kicking/pinching
 - Spitting
 - Tripping/pushing
 - Taking or breaking someone’s things
 - Making mean or rude hand gestures

- **Cyberbullying** is bullying that takes place using electronic technology. Examples of cyberbullying include:
 - Mean text messages or emails
 - Rumors sent by email or posted on social networking sites
 - Embarrassing pictures, videos, websites or fake profiles

Location of Documented Incidents:

Location	Elementary					Middle School					High School				
	16/17	17/18	18/19	21/22	22/23	16/17	17/18	18/19	21/22	22/23	16/17	17/18	18/19	21/22	22/23
Bus	2	8	8	1	2	1	2	1	0	1	0	0	0	0	0
Cafeteria	8	2	1	5	10	5	1	4	5	4	3	8	8	2	0
Classroom	16	23	21	18	11	23	37	30	27	33	22	22	21	11	5
Hall	1	5	2	2	4	16	12	8	7	15	7	3	4	5	1
Playground	18	20	19	16	7	4	4	4	1	3	0	0	0	0	0
Other	5	5	6	2	3	3	4	3	1	13	1	1	0	0	1

Actions Taken by Staff:

Action	Elementary					Middle School					High School				
	16/17	17/18	18/19	21/22	22/23	16/17	17/18	18/19	21/22	22/23	16/17	17/18	18/19	21/22	22/23
Parent Conference	17	19	20	12	4	3	16	15	6	3	7	1	2	1	1
Loss of Privilege	10	21	19	6	15	7	9	6	2	10	3	5	2	0	0
Time in Office	12	17	15	19	6	8	11	10	21	3	2	10	12	14	0
Detention/Time Out	13	2	5	3	0	20	7	8	3	5	5	2	3	6	0
Bus Suspension	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
In-School Suspension	1	1	2	1	3	13	16	18	10	19	4	9	11	1	4
Out-of-School Suspension	1	0	1	1	1	2	1	3	2	17	2	2	3	0	2
Other (e.g. change in placement, schedule change, social worker involvement, or police involvement)	1	11	10	7	8	4	10	9	1	12	10	4	6	0	0

*Counts may include more than one action taken per incidence

Positive Takeaways

- Continue to see more accurate reporting of incidents and category of bullying.
- Implementation of Restorative Practices-regular community building circles positively impacting school culture

Recommendations

- Continue implementation of Progressive Discipline Model at middle schools, and expand the model if appropriate.
- Continue to ensure staff is understanding of the differences between harassment, bullying, and individual instances of poor behavior.
- Utilize proactive processes to prevent bullying and promote a positive school culture and climate.