AGENDA

SEDC Executive Board Meeting Wednesday, October 13, 2021 9:00 A.M.

Iron County School District Office

2077 W. Royal Hunte Dr. Cedar City, Utah 84720

I. Welcome Chair – Superintendent Lance Hatch

II. Informational Items

A. World Trade Center- Utah

Shawn Christensen

B. SUU School Leader Professional Learning Series

Tony Pellegrini

III. Approval of Minutes (Action)

A. <u>September 8, 2021</u>

IV. Approval of Check Register Reports (Action)

A. August 20, 2021 - October 4, 2021

V. Reports/Board Discussion Items

A. Network Engineer's Annual Report

Scott Harpster

Joe B. Wright

B. Executive Director's Report

1. Format for Expanded K16 Alliance Mtg

- 2. Legislative Luncheon- December 8, 2021 @ WCSD
- 3. January SEDC Board Mtg (Possible Action)
- 4. Update on School Fee Software
- 5. Freedom Preparatory Academy
- 6. RESA Coordinating Council
- 7. Principal Mentoring Program
- 8. Vehicle Purchase (Possible Action)
- 9. USBE Updates
 - a. USBE Requests for Statutory Changes
 - b. Request for Full Day K and Full WPU for K

B. Board Requested Items

- 1. ICSD Growth Cycle
- 2. School Positive Behavior Plans
- 3. WCSD Crisis Protocol Manual

C. Utah State Board of Education

Mark Huntsman/Kristan Norton

D. Southern Utah University

Shawn Christiansen

E. Charter School Representative

John Tripp

VI. Board Dialogue

VII. Adjourn

"The key to successful leadership today is influence, not authority"

-Ken Blanchard



Expanded K - 16 Alliance for the Southwest Region

October 13, 2021 @ 11:00 am
Iron County School District Office

WIFI Access: EDUROAM or Network=Training Password= glassicon

Agenda

Enjoy Lunch

University Items of Interest

Dixie State University

Dixie Technical College

Snow College

Southern Utah University

Southwest Technical College

School District Items of Interest

Beaver County School District

Garfield County School District

Iron County School District

Kane School District

Millard School District

Washington County School District

Open Forum for Questions, Ideas & Opportunities