



LAKE ELEMENTARY SCHOOL DISTRICT

SCHOOL SITE COUNCIL

Monday, March 12, 2018 | 3:30 PM | 6th Grade Classroom

AGENDA

- I. Call the Meeting to Order
- II. Roll Call of Members
- III. Call for Any Additions/Deletions of Agenda Items
- IV. Reading and Approval of November 13, 2017 Meeting Minutes
- V. Reading and Approval of February 12, 2018 Meeting Minutes
- VI. Public Comment
The School Site Council encourages citizens to attend meetings and welcomes their views on subjects relating to education and to the operation of the school district. Please note that a council meeting is a business meeting held in public, not a public meeting. Public input is invited, but only council members participate in the discussion of agenda items. Comments shall be limited to three minutes per person for a total of twenty minutes per topic. At this time the public may comment on items on the agenda.
- VII. New Business
 - A. Dress Code - Discussion Item
- VIII. Unfinished Business
 - A. School Safety Plan - Discussion Item
 - B. LCAP Actions and Services Discussion Item
- IX. Adjournment

WHAT IS SCHOOL SITE COUNCIL?

The California EC[1] requires the School Site Council (SSC) to develop a Single Plan for Student Achievement (SPSA) for ConApp programs operated at the school or in which the school participates. In addition, Pupil Retention[2] and School and Library Improvement Block Grant programs[3] operated at the school must be included in the SPSA. The SSC must approve the plan, recommend it to the local governing board for approval, monitor implementation of the SPSA, and evaluate the results. At least annually, the SSC must revise the SPSA, including proposed expenditures of funds allocated to the school through the ConApp, and recommend it to the local governing board for approval. Also, the SSC annually considers whether or not the school will participate in the School-Based Coordinated Program (SBCP) and indicates its decision in the SPSA.

[1] EC Section 64001(a), (d)

[2] EC Section 41507

[3] EC Section 41572