

COMMUNITY SCHOOL OF DIGITAL AND VISUAL ARTS



SCHOOL IMPROVEMENT PLAN
2025-2028

Date: School Improvement Plan 2025-2028

School Name: **Community School of Digital and Visual Arts**

School Leader: Cheryal Isaac

Members of the Team: B. Johnson-Chief Operating Officer, D. Brooks-STEAM Educator/Beginning Teacher Coordinator/SIP Chair, T.

Satchell-Academic Coach/Test Coordinator, M. Beatty-K-2 Representative, D. Bynum 3-5 Representative, N. Brown-Middle School Representative,

O. Williams-EC Representative, Z. Carter-Electives/Specialist Representative, K. Mason-Parent Representative

School Improvement Plan 2025-2028	
School's Mission -Community School of Digital and Visual Arts' mission is to ignite creativity, innovation, and personal growth by cultivating a creative and inclusive community that thrives on the pursuit of academic excellence for all kindergarten through grade eight students. The Community School of Digital and Visual Arts is committed to developing the whole child while providing our students with the tools needed to be productive citizens.	School's Vision -Build students academically while harnessing student creativity every day.

Goal 1:- By June 2028, the school will achieve a 30% cumulative increase in ELA proficiency, with annual growth targets of 10% per year across the 2025–2026, 2026–2027, and 2027–2028 school years.			
Action Steps	Data Source & Baseline	Timeline	Responsible Party
Adopt and implement structured literacy blocks using high-quality instructional materials aligned to the NCSCOS.	mCLASS-K-3- Percentage of Students below mCLAss BOY Benchmark K-89%, 1st-69%, 2nd-75%, 3rd-66%,	June 2026	C.Isaac-Principal T. Satchell-Academic Coach D. Brooks-STEAM Educator/Beginning Teacher Coordinator O. Williams-EC

	i-Ready -Percentage of Students below i-Ready BOY Diagnostic K-100% 1st-100%, 2nd-95%, 3-86%, 4-77%, 5-70%, 6-81%, 7-75%, 8-75%		K-8 Teachers
Deliver effective Tier I instruction that engages students, uses clear learning goals, adapts to student needs, and consistently helps all students make academic and social-emotional progress		June 2026	C. Isaac T. Satchell K-8 Teachers STEAM Educator EC ESL
Establish a walkthrough tool to monitor the effectiveness of Tier I instruction(Walkthrough Tool)		October 2025	C.Isaac
Deliver daily small-group instruction (K–8). (2026-2027 school wide focus)		June 2027	C. Isaac T. Satchell K-8 Teachers
Weekly coaching cycles with goal-setting and modeling		June 2026	T. Satchell
Weekly data meetings to determine next steps and effectiveness (Data Analysis Template)		June 2026	T. Satchell
Provide half day planning days with Academic Coach, Beginning Teacher Coordinator		June 2026	T. Satchell C. Isaac D. Brooks
Modify how lesson plans are developed and turned in	June 2026	T. Satchell C. Isaac	
Summary of Results:			

Goal 2: By June 2028, the school will achieve a 30% cumulative increase in Math proficiency, with annual growth targets of 10% per year across the 2025–2026, 2026–2027, and 2027–2028 school years.

Action Steps	Data Source & Baseline	Timeline	Responsible Party
Adoption of a research-based core math program (Ready Math)	i-Ready -Percentage of Students below i-Ready BOY Diagnostic K-90%, 1st-92%, 2nd-100%, 3-100%, 4-85%, 5-90%, 6-94%, 7-80%, 8-61%	October 2025	C.Isaac T. Satchell D. Brooks O. Williams K-8 Teachers
Weekly data (Data Analysis Template)		June 2026	C. Isaac T. Satchell K-8 Teachers
K-8 will use problem solving routine- Read, Draw, Write strategy and iready resource to address data gaps in number sense, operations, and problem-solving. Daily math fluency practices (5–8 minutes)			C. Isaac T. Satchell K-8 Teachers
Small-group math instruction using i-Ready Prerequisite Lessons & Tools for Instruction Lessons			June 2027
Summary of Results			

Goal 3: By June 2028, the school will achieve a 60% cumulative increase in teacher effectiveness, with annual growth targets of 20% per year across the 2025–2026, 2026–2027, and 2027–2028 school years.

Action Steps	Data Source & Baseline	Timeline	Responsible Party
Intensive coaching cycles aligned to NCEES indicators (Walkthrough Tool)	Combination of EVAAS and NCEES Ratings Professional Development Needs Assessment Survey	2025-2026-20% effectiveness increase 2026-2027-20% effectiveness increase 2027-2028-20% effectiveness increase	C.Isaac T. Satchell D. Brooks
Structured improvement plans for ineffective teachers		June 2026	C.Isaac T. Satchell D. Brooks
Ongoing data review and retention strategies to stabilize staffing		June 2026	C.Isaac B. Johnson
Provide targeted professional development		June 2027	C.Isaac T. Satchell D. Brooks
Summary of Results			

Goal 4: Behavioral/Culture Priority Goal-CSDVA will increase proactive management strategies, engaged learning time (June 2026: 15%), (June 2027: 15%), (June 2028: 10%) and reduce schoolwide write-ups by 40% (June 2026: 15%, June 2027: 15%, June 2028: 10%) by June 2028 by strengthening Tier 1 behavior systems, structured routines, and consistent classroom flow practices.

Action Steps	Data Source & Baseline	Timeline	Responsible Party
Implement a Schoolwide Tier 1 Behavior Framework (CSDVA Behavior Matrix)	Schoolwide incident/write-up tracker	June 2027	C.Isaac T. Satchell D. Brooks K-8 Teachers
Launch a Schoolwide Positive Behavior System	Classroom Dojo Reports Walkthrough Tool (Behavior/Routine Indicators)	August 2025	C.Isaac T. Satchell D. Brooks K-8 Teachers
Provide PD & Coaching on Behavior Management	PD Attendance & Participation Logs	June 2026	C.Isaac T. Satchell D. Brooks
Implement Tier 2 Supports for At-Risk Students	Behavior Write-Up Trends Tier 2 Intervention Logs Parent Communication Logs	June 2027	C.Isaac T. Satchell
Summary of Results			

Goal 5: By June 2028, CSDVA will establish a comprehensive STEAM program that enhances student engagement, improves problem-solving skills, and integrates interdisciplinary learning across K–8 classrooms. The school will build teacher capacity, develop core STEAM structures, and implement project-based learning experiences that align with the NC Standard Course of Study.

Action Steps	Data Source & Baseline	Timeline	Responsible Party
Create STEAM Leadership Cohort in grades 5th-8th that serves as a catalyst for rolling out a STEAM culture shift across the entire school	5th Grade EOG - 83% of students not proficient as measured by the EOG	June 2026	D. Brooks C. Isaac
K–8 teachers will receive professional development in STEAM instructional practices	8th Grade EOG - 50% of students not proficient as measured by EOG	June 2028	D. Brooks C. Isaac T. Satchell
Ensure that STEAM Leadership Cohort participates in curriculum-aligned field experiences/ trips		June 2026	D. Brooks C. Isaac
Ensure that all students in Grades 3rd-4th participate in at least 3–4 curriculum-aligned STEAM experiences		June 2027	D. Brooks C. Isaac T. Satchell 3-4 Teachers
Provide quarterly STEAM Exposure Days for Grades K–2		June 2028	D. Brooks C. Isaac T. Satchell K-2 Teachers

Summary of Results

Goal 6: Family & Community Engagement

Action Steps	Data Source & Baseline	Timeline	Responsible Party
Establish a Schoolwide Family Communication System	Class Dojo Parent event attendance logs	August 2025	C. Isaac-Principal T. Satchell D. Brooks K-8 Teachers
Host Quarterly Family Engagement Events		June 2028	C. Isaac-Principal Title I Planning Committee K-8 Teachers

Summary of Results