



CEN Essential Elements Evaluation Rubric

**Essential Elements for CEN Network Schools to
produce the highest student outcomes in the nation***

Purpose

The fundamental purpose of the CEN Network Schools is to deliberately cultivate and achieve the most exceptional student outcomes across the nation while reducing generality poverty. This purpose stands as the bedrock of our educational endeavor, driving us to reimagine and reshape the educational landscape for the betterment of our students and society as a whole.

Rationale

In the words of Brock Yates, an automotive journalist, "what appears to be happening has already happened." This sentiment resonates deeply with our mission. Our purpose necessitates not merely incremental improvements but a profound and radical transformation of education itself. We are acutely aware that the world is in a constant state of flux, with evolving demands and challenges. To meet these challenges head-on, we believe that the CEN P-20 approach must be proactive, innovative, and essential.



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GLOSSARY

AVID - Advancement Via Individual Determination - an educational program that aims to prepare students, especially those from underrepresented backgrounds, for success in college and beyond.

Blended Learning - an instructional approach that combines traditional in-person teaching methods with online or digital learning activities.

CIF - Common Instructional Framework - a standardized or shared set of principles, strategies, and approaches that educational institutions or districts adopt to guide teaching and learning practices.

Edu-Academy - an online platform offering diverse structured courses, learning materials, and academic programs.

Edu-Connect - an online platform that facilitates the connection and interaction between individuals or entities within the educational sphere. Edu-connect involves students, teachers, institutions, and educational resources being linked together through technology or networking, fostering collaboration, communication, and sharing knowledge and ideas.

Experiential Learning - an educational approach that emphasizes learning through direct experience and active participation.

Harvard Rounds - an approach used in education where educators, including teachers and administrators, observe classrooms to gain insights into teaching practices and student learning.

HQIM - High-Quality Instructional Material, educational content, resources, and materials carefully designed and developed to facilitate effective learning and instruction. HQIM aims to provide engaging, accurate, and informative materials that enhance the educational experience and help learners acquire knowledge and skills more effectively.



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MAP - Measure of Academic Progress - MAP assessments are computer adaptive achievement tests in Mathematics and Reading. The computer adjusts the difficulty of the questions so that each student takes a unique test. The difficulty of each question is based on how well the student has answered previous questions.

NWEA - Northwest Evaluation Association - NWEA is a research-based, mission-driven organization that supports students and educators worldwide by creating assessment and learning solutions that precisely measure growth and proficiency—and provide trustworthy insights to help tailor instruction

PBL - Project-Based Learning - an educational methodology centers around students completing complex, real-world projects to gain knowledge and develop skills.

PTECH - Pathways in Technology Early College High School - an educational model that aims to provide high school students with a seamless pathway from secondary education to college and careers in technology-related fields.

RBIS - Research-Based Instructional Strategies - teaching approaches and methods supported and validated by educational research and evidence.

STEM - Science, Technology, Engineering, and Math - an interdisciplinary approach to education and problem-solving that integrates these four disciplines.

WBL - Work-Based Learning - educational programs or experiences that combine classroom instruction with real-world work experiences.



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No.	Essential Elements	Developing	Implementing	Mature	Role Model
1	Culture of Innovation				
2	P-TECH				
3	Data Informed Decision Making				
4	Learning Walks & Instructional Rounds				
5	Learner-Centered Instructional Design				
6	Student-Directed Research (4-H)				
7	AVID				
8	Edu-REACH				

SUMMARY HERE

District Name: _____
 School: _____
 Campus: _____

Contact: _____
 Date: _____