

Timeline of the Curriculum Process

Peotone Community Unit School District 207U

THREE PHASES OF THE CURRICULUM PROCESS

Years 1 & 2 (July 1 - June 30)

The Development Phase

Years 3 & 4 (Sept. - June 30)

The Implementation Phase

Years 5, 6, & 7 (Sept. - June 30)

The Evaluation Phase

THE DEVELOPMENT PHASE (Years 1 & 2)

01. Membership selection

- a. Administrative leadership
- b. Grade-level representative (reg. ed and sped)
- c. Chairman
- d. Secretary

02. Review of current literature and research

- a. Identify best practices
- b. Analyze current research and literature
- c. Identify current trends of successful programs
- d. Review state mandates, Common Core Standards, and state testing frameworks

03. Visitations to schools with exemplary programs (optional)

04. Development of mission/philosophy statement (incorporate best practices)

- a. Map current curriculum by general concepts
- b. Analyze assessment results
- c. Complete gap analysis based on new/revised standards

05. Definition of current program

- a. Map current curriculum by general concepts
- b. Analyze assessment results
- c. Complete gap analysis based on new/revised standards

06. Program development

- a. Identify or revise current expectations
- b. Develop new/revised curriculum map

07. Resource selection

- a. Review all available resources
- b. Prioritize selections by research-base and alignment with standards
- c. Select top resources district-wide
- d. Consider technology needs in relation to resource selection

08. Board recommendations

- a. Information report
- b. Action report

09. Professional development plan

- a. Define needs
- b. Develop plan (presenters, modeling, mentoring, etc.)

THE IMPLEMENTATION PHASE (Years 3 & 4)

- 01. Publish curriculum online via web pages
- 02. Implement professional development
- 03. Development/Identification of assessments
- 04. Ongoing monitoring
- 05. Identification of additional resources and technology

THE EVALUATION PHASE (Years 5, 6, & 7)

- 01. Analyze assessment data
- 02. Survey staff