

Action Agenda:

Nevada’s Commission on School Funding Definition of *Optimal Funding* October 16, 2020

This is an abbreviated agenda that provides an overview of the activities and outputs of the 60-90-minute segment of the October 16 Commission meeting that is dedicated to the task of defining the term *optimal funding*. The agenda is based on the synthesis of the Commission’s work on September 25. The synthesis document will be available to the Commissioners for reference during the October 16 meeting.

Agenda Item	Action	Output
A. Introduction and purpose (PKR)	<ul style="list-style-type: none"> • Frame today’s conversation and link it to the previous one • Introduce the <i>Synthesis</i> and explain how it will be used 	<ul style="list-style-type: none"> • Clear expectations for the session • Familiarity with the <i>Synthesis</i>
B. Qualities of the definition (Commission)	<ul style="list-style-type: none"> • Discuss Synthesis Item 1 • Modify if needed • Prioritize by consensus 	Guiding principles for the development of the definition
C. Optimal vs. adequate (Commission)	Discuss and confirm or reject	Consensus on the concept of <i>optimal</i>
D. Components of the definition (Commission)	<ul style="list-style-type: none"> • Discuss Synthesis Item 3 • Suggest concrete elements of the desired state <i>optimal funding</i> will help to create in Nevada • Discuss implications of each for the subsequent Commission tasks of establishing funding amounts and funding sources • Prioritize or reach consensus if possible (not required until November) 	<ul style="list-style-type: none"> • Minimally, <ul style="list-style-type: none"> ○ a short list of potential definition elements ○ clear implications of each • Ambitiously, prioritization or consensus on preferred element(s)
E. Close of session (PKR and Commission)	<ul style="list-style-type: none"> • Reflect on today’s accomplishments • Establish next steps 	<ul style="list-style-type: none"> • Common understanding of group’s progress • Clarity on what comes next