



TCH016: Flash Animation (Elective)

This course teaches students how to create interactive movies and engaging games with Flash CS3 animation software. Students master the basics of drawing and animating short movies before moving on to more complex challenges, such as adding interactivity and script-driven events. By the end of the course, students will have an interactive portfolio to showcase their finished projects.

COURSE LENGTH: One semester

MATERIALS: None provided, but Flash CS3 is required

PREREQUISITES: Permission of teacher/counselor

Unit 1: Your First Movie

Students learn to draw a character with Flash CS3's pencil and line tools and convert it to a movie clip symbol, then animate the character using frames, keyframes, and motion tweens. They create backgrounds and buttons, add and format text, and learn to use the Publish settings to prepare a Flash file for the Web.

- Creating a Character
- Animating Your Character
- Building a Background
- Adding a Button
- Publishing Your Movie

Unit 2: Airplane Chase Movie

Students learn to make a drawing from a photo, animate a movie with motion tweens, squash and stretch symbols with the free transform tool, and blur symbols with a filter. They add streaming sound.

- Making a Drawing from a Photo
- Creating Symbols
- Animating Your Movie
- Using a Motion Guide
- Using Squash and Stretch
- Adding Sound

Unit 3: Walking Character Movie

Students apply squash and stretch techniques to a ball movie and add motion tweens. They draw and animate a character in a swinging/walking motion.

- Creating a Body
- Squashing and Stretching
- Adding a Leg
- Swinging the Leg
- Adding another Leg
- Modifying the New Leg
- Walking with Motion Tweens
- Walking with a Motion Guide



Unit 4: Interactive Display

Students learn to script games, writing stop actions and gotoAndPlay actions. They learn to load and unload movies into the container clip, and publish the project.

- Setting up the Page
- Creating Buttons
- Creating a Movie Clip
- Adding Actionscript
- Scripting the Buttons
- Making a Container Clip
- Creating and Labeling Keyframes
- Loading Movies and Publishing

Unit 5: Cat Burglar Game

Students create a Cat Burglar Game, creating keyframes, adding ActionScripts, and adding text. They check for errors in the syntax of the script and through the Compiler Errors panel. They create a variable for keeping score, and publish and share the game.

- Setting up the Game
- Creating the Opening Screen
- Creating Level 1
- Adding Text
- Moving the Cat
- Troubleshooting
- Keeping Score
- Hitting Spinners and Walls
- Winning the Game

Unit 6: Basements and Basilisks Game

Students choose an idea for a game and create a storymap. They script a character to move using the arrow keys, script an idle cycle to make the character stand still, and program the walls to contain the character. They set up rooms and doors, and script different cinematic events that play according to the character's actions.

- Planning Your Game
- Moving the Hero
- Setting up the Rooms
- Scripting the Doors
- Creating the Wizard Room
- Programming the Key
- Adding the Basilisk



TCH060: C++ Programming (Elective)

In this introductory-level course, students learn the basics of C++ programming by completing a series of hands-on projects. Using Microsoft Visual C++ Express, students learn how to write code using variables, functions, expressions, flow control statements, loops, and more. Building on these skills, students learn arrays, structs, classes, and other basic programming concepts.

COURSE LENGTH: One semester

MATERIALS: Fall 2008: Microsoft Visual C++ 2005 Express; Winter 2009 and beyond: Microsoft Visual C++ 2008 Express

PREREQUISITES: None

Unit 1: Exploring Visual C++ 2005 Express

Students create and debug a simple program that displays a message, and learn to identify the different parts of the Hello World program code and the Visual C++ 2005 Express interface.

- Starting up Visual C++ 2005 Express
- Hello World
- Hello World Code
- Project: Complements and Messages
- A Brief Tour of Visual C++

Unit 2: Variables

Students learn to name and define the three variable attributes, identify common variable data types, and create and assign values to variables. They learn to build an interactive program using cin and cout and to alter code to create unique variables.

- What Are Variables?
- Data Types
- Project: Variable Discovery
- Working with Variables
- Project: Sentence Generator
- Project: Automatic Poet
- Project: How Smart Is You well, Anyway?

Unit 3: Common Functions

Students learn about stream, and cout and cin functions. They write a program that asks for a float, a char, and an int variable. They learn to define and use the doAdd and the intFlip functions. They also create a program that passes data from one function to the main function.

- Streaming Output and Input
- Project: Using Cout and Cin
- Functions
- Project: Being a Flop Can Be a Good Thing?
- Project: More Than One Function

Unit 4: More About Variables

Students learn to use operators to create C++ expressions and to order the operators by precedence. They create a program using arithmetic expressions and a program that assigns values to constants.

- Arithmetic Expressions
- Project: IQ Generator
- Project: Candy Store
- Constants
- Project: Your Weight on Mars
- Grand Canyon Road Trip
- Typecasting

Unit 5: Flow Control

Students learn about flow control statements. They create a program that prompt users to answer math problems and calculates the correct answer, and one that prints out a final sum and product based on user input, as well as other math functions. They learn about while, do, switch, and default statements.

- The If Statement
- Project: Math Time
- The for Loop
- Project: Counting
- Fibonacci Numbers
- Project: Ask for a Number
- Continue and Break
- Project: Continue and Break
- While
- Project: While – Do While
- Switch and Default
- Project: Calculator
- Project: Become a Millionaire

Unit 6: Random Numbers

Students create a program that generates a random number and provides feedback to the user and one that simulates the rolling of a pair of dice. They create a program that gives random responses to user questions.

- Generating Random Numbers
- Guess My Number
- Project: Dice
- Fortune Teller

Unit 7: Working with Variables

Students learn about arrays, elements, and indexes and create a game in which the computer randomizes the numbers 1 to 10 and stores them in an array. They learn about strings and use constants to change data sizes and arrays. They apply the skills learned so far to write three games.

- Arrays
- Project: Random Number Game
- Strings
- String Handling

- Project: Ideas
- Project: Ice and Dice
- Project: Hangman
- Project: Space Monkeys

Unit 8: Pointers

Students learn about pointers, write a program that encrypts a message, and learn to insert, edit, and remove breakpoints. They build a two-player interactive game.

- Pointers
- Project: The Encrypter
- Debugging
- Project: Nim

Unit 9: Structure Types

Students learn about structures. They write a program that presents four multiple choice answers to the user and one that stores up to 100 items of information in character string arrays. They learn about unions and modify sample code that uses unions. They learn about data abstraction and header files.

- Structures
- Project: Multiple Choice
- Project: Keeping Track of Friends
- Unions
- Data Abstraction
- Header Files

Unit 10: Classes

Students learn about classes, and, using sample code, complete a class by adding two more functions. They learn about constructors and destructors and modify existing code to include a default constructor and inheritance.

- Classes
- Project: Classes
- Public, Private, Friend Class Members
- Constructors and Destructors
- Project: Constructors
- Inheritance
- Project: Inheritance and Birthdays

Unit 11: Dynamic Data

Students modify an existing program to include the keywords “new” and “delete,” and add a linked list function to an existing program. They create a class that will automate the creation and deletion of objects in a linked list.

- New and Delete
- Project: Student Database
- Linked Lists
- Project: Linked List Class



Unit 12: File I/O

Students define the fwrite and fread commands. Using the stdio.h library, they save program data to a file.

- Save and Load

Unit 13: More About Functions

Students learn about overloading a function. They write a program that will ask for two variables, and write a function that uses recursion to count from zero to a variable specified by the user.

- Overloading a Function
- Project: Multi-multiplier
- Recursion
- Project: Recursion



TCH070: Game Design I (Elective)

This course is for anyone who loves gaming and wants to design and build original games from scratch. Students learn how to use popular game-development software to create engaging, interactive games in a variety of styles. After learning about game genres, students learn about all aspects of the game-design process. From there, it's on to a series of increasingly challenging hands-on projects that teach all the elements of successful game development. This course provides a solid foundation in the essentials of game design.

COURSE LENGTH: One semester

MATERIALS: None provided, but Multimedia Fusion 2.0 is required

PREREQUISITES: None

Unit 1: The World of Gaming

Students learn about the functions of game engines and game authoring tools and key elements of a great game.

- Game Engines and Game Authoring Tools
- What Makes a Game Great

Unit 2: Ice Breakers

Students learn about the main parts of the Multimedia Fusion 2 interface. They learn how to add sound, duplicate objects, and program a scoring event.

- Setting Up the Game
- Placing Objects
- Programming the Snow Ball
- Adding the Paddle
- Using Sound
- Placing the Ice Cubes
- Adding Scores and Lives
- Making a High Score Table
- Adding the Title Screen

Unit 3: Ping

Students learn to change an object's properties to set movement, program a collision event, and more scoring functions.

- Placing Game Objects
- Programming the Ball
- Adding the Paddles
- Bringing the Ball Back
- Adding Sound
- Keeping Score
- Winning the Game
- Finishing Ping



Unit 4: Cat Burglar

Students create a Cat Burglar game. They create a collision event, use the pick or count function, program the game to move to the next frame when the player collides with the object, and program an event that takes away one life each time the player collides with the object.

- Getting Started
- Building the Game
- Spinning the Blades
- Changing Animations

Unit 5: Alien Defender

Students create an Alien Defender game. They create collision events and custom cursors, add sound that occurs with a specific event, set the lifespan of a particle so that the effect fades out. They add and program a counter to track health, a High Score Table, and a starting screen. They complete their final project, an original game.

- Setting Up
- Adding the Game Objects
- Creating Events
- Programming the Aliens
- Shooting the Aliens
- Creating Particles
- Destroying Particles
- Tracking the Score
- Finishing the Game
- Game Design Plan
- Original Game



TCH080: Game Design II (Elective)

Students expand their knowledge of the game design industry while mastering event-driven game development through a series of interactive projects. By the end of this course, students will have a variety of polished games for their game-development portfolios.

COURSE LENGTH: One semester

MATERIALS: None provided, but Multimedia Fusion 2.0 is required

PREREQUISITES: TCH070: Game Design I

Unit 1: The World of Gaming

Students learn the history of gaming and game genres with their descriptions and key elements. They learn the skills needed by various members of a professional game design team.

- A Brief History of Gaming
- Game Genres
- The Game Design Team

Unit 2: Cave Crawler

Students create a Cave Crawler game—they create an opening screen and program a start button. They learn to scroll the background, program rockets, and score the game.

- Getting Started
- Scrolling the Background
- Adding the Rocket
- Adding Enemies
- Scoring and Lives
- Finishing Your Game

Unit 3: Mystery

Students create a Mystery game, inserting and programming a sub-application, programming an animation event, and creating an event to move to the next frame. They add background images and sound.

- Getting Started
- The Entrance
- The Foyer
- The Library
- Collecting the Key
- Using the Key
- Importing Images



Unit 4: Rainforest Rumble

Students create a Rainforest Rumble game, adding players and platforms, programming the players to stop at the edge of the frame, and placing and programming platforms to collide with the players. They add effects and set motion paths.

- Getting Started
- Players and Platforms
- Adding Obstacles
- Adding Effects
- Moving On

Unit 5: Final Game

Students create a final, original game.

- Game Design Plan
- Original Game



TCH090: 3D Game Creation (Elective)

This course introduces students to the world of script-based game development. They learn the fundamentals of level design, skinning, importing 3D models, and script-driven game play. By the end of this course, students will have designed and created a variety of games from scratch.

COURSE LENGTH: One semester

MATERIALS: DVD or download of course components; required but not available through K¹²: GameCore software, system requirements: 2.16 Ghz Dual Core processor (recommended)/2.16 Ghz P4 (min.); RAM: 2 GB (recommended)/1GB (min.); hard drive: 160 GB (recommended)/80 GB (min.); optical drive: DVD-RW; NIC: 10/100/1000; video: 256 MB; sound: 16 bit. (These processor and RAM requirements are approximately the same as those for products like Half-Life 2® or 3d Studio Max®. If you are already capable of using programs like these, then you will be able to enroll in 3D Game Creation without any upgrades or adaptations to your personal system.)

PREREQUISITES: TCH080: Game Design II or permission of a teacher/counselor

Unit 1: Racing Game

Students create a Racing game. They learn to rotate, zoom, and pan the camera in the 3D environment and focus the camera on an object. They learn to identify X, Y, Z coordinates, and add, move, rotate, and align objects. They learn to edit and delete control points, change the properties of an object, and create a splash screen.

- Create Your Project
- Move Around in 3D
- Add Vehicles
- Run the Game
- Edit Roads
- Edit Vehicle Scripts
- Create a Splash Screen
- Share Your Game

Unit 2: Marble Game

Students learn about RGB, textures, and cloning objects. They edit a property to display a custom message, edit the input radius of a pickup, and copy and paste a sound file to the correct location.

- Create Your Project
- Add Platforms and Obstacles
- Design Challenges
- Add Coins and Gems
- Create a Second Level
- Add Sound



Unit 3: Adventure Game

In an Adventure game, students edit terrain to raise, lower, expand, and set the height. They add a custom texture to the terrain, add a sky texture, and edit controller scripts.

- Edit Terrain
- Add Textures
- Add the Pirate
- Add Monkeys
- Add Coins and Gems
- Create a Second Level

Unit 4: FPS Game

Students learn to edit control points, edit the properties of an object, add random spin to an object, and build platforms using stationary boxes. They edit the gravity of a game, edit light properties, and edit scripts to add success and failure screens. Students create their Final Project.

- Build a Moon Base
- Add Moving Objects
- Add Props
- Add Pickups
- Add Enemies
- Design Lighting
- Game Over
- Final Project

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(THESE BYLAWS ARE INTENDED AS A PROPOSED AND MAY BE REVISED BEFORE FINAL APPROVAL OF THE GOVERNING BODY ONCE SEATED AFTER APPROVAL.)

**SENATOR DENNIS CHAVEZ ACADEMY GOVERNING BODY
POLICES, PROCEDURES AND BYLAWS**

I. NUMBER OF GOVERNING BODY MEMBERS:

- A. Governing _____ will serve as the governing body of Senator Dennis Chavez Academy. The Governing Body will be established with no less than five (5) and no more than _____ members; each position shall be assigned a number.

II. GOVERNING BODY MEMBERSHIP:

A. Procedure for Electing Directors:

1. **Election of Body Members:** Governing Body Members shall be elected by a majority vote of the existing Body and selected from the nominations.
2. **Term of Body Members:** The terms of the Governing Body members shall be as follows: Positions 1 through 3 shall serve two-year term, which terms will expire at the end of the school year in odd-numbered years (e.g. June 2011); positions 4 through 5 shall serve two-year terms, which terms will expire at the end of the school year in even numbered years (e.g. June 2012).
3. **Compensation:** Governing Body members will not receive compensation for their services, however, members may be compensated for reasonable expenses in accordance with the New Mexico Mileage and Per Diem Act.
4. **Resignations and Removal:** Any member may resign at any time by giving written notice to the President or to the Secretary, and, unless otherwise specified therein, the acceptance of such resignation shall not be necessary to make it effective.
Any member may be removed by a majority vote of the Governing Body whenever such removal is in the best interests of the Academy. Grounds for removal will include without limitation the following acts or omissions:
 - a. Violation of the Conflict of Interest Policy;
 - b. Violation of *Governing Body Commitment Agreement*;
 - c. Failure to attend three consecutive scheduled meetings of the Governing Body, except when such absence is due to exigent circumstances;
 - d. Violation of the member's duty of loyalty;
 - e. Violation of the Governing Body's Code of Ethics; or
 - f. Any other grounds the Governing Body deems appropriate.
5. **Vacancies:** A vacancy on the Governing Body shall be filled by the Governing Body after a nomination process. Once the vacancy is filled, the term shall only be for the unexpired portion of the term of the member being replaced.
6. **Attendance:** Members of the Governing Body are required to attend all scheduled meetings of the Governing Body unless exigent circumstances arise. If a Body member cannot be physically present at a meeting for unavoidable conflict, he/she

may make arrangements to appear by telephone in accordance with the provisions of the Open Meetings Act. A member of the Governing Body who will be unable to attend a Governing Body meeting will notify the president of the Governing Body prior to the meeting and if he/she intends to appear by telephone the Body member shall make arrangements with the Head Administrator or his/her designee. Notice may be made by e-mail as long as it is made four hours in advance of the meeting. If the President cannot attend the meeting, he/she must notify the Vice-President and forward all information regarding the upcoming meeting to him/her, including notices of non-appearances by other Body members.

III. POWERS AND AUTHORITY OF THE GOVERNING BODY:

A. Authority of the Governing Body:

- 1. General:** The Governing Body is the governing body of the charter school and is responsible for ensuring the fair and uniform application of all federal, state and local laws in the operation of the Academy as well as the school's charter and policies. The Academy will be operated for the educational benefit of its Students. The Governing Body is the policy-making body for the Academy. The Academy Governing Body will exercise leadership primarily through the formulation and adoption of policies.
- 2. Delegation to the Head Administrator:** The Governing Body shall concern itself primarily with broad questions of policy and with the appraisal of results rather than with administrative detail. The application of policies is an administrative task to be performed by the Head Administrator and designated staff, and they shall be held responsible for the effective implementation of Governing Body policies. The Head Administrator shall be held responsible for keeping the Governing Body informed of all matters within its purview so that the Governing Body can fulfill the above described functions of a governing body.

The Head Administrator will have primary responsibility for all aspects of the school's operations and programs, including the day-to-day management and implementation of the school's charter and Governing Body policies. The teachers and staff of Academy will report to the Head Administrator.

- 3. Individual Member's Authority:** A member of the Governing Body is a public officer, but has no power or authority individually. The charter vests power in the Governing Body, and not in the members, either individually or otherwise, and these powers must be exercised by the Governing Body at a public meeting in regular or special called meetings, with action duly recorded in its minutes.
- 4. Binding Authority:** The Governing Body shall not be bound in any way by any action or statement on the part of any individual Governing Body member except when such a statement or action is in pursuance of specific instructions from the

Governing Body. Any such exception shall be recorded as an action item of the Governing Body and recorded in the minutes.

- 5. Advanced Notice:** The Governing Body recognizes the importance of timely communication among its members and between the Governing Body and the Head Administrator. The Head Administrator or his/her designee will strive to insure that the Governing Body is given prior notice of matters submitted by members for deliberation at meetings.

B. Powers of the Governing Body:

The powers and duties of the Governing Body prescribed by the Academy Charter and the New Mexico Public School Code and all applicable laws and regulations. Complete and final control of all matters pertaining to the Academy's educational system shall be vested in the Governing Body. The Governing Body of Academy shall have the following powers and duties:

- 1) Those powers as set forth in the Academy's that are not inconsistent with federal or state laws or constitutions, or as otherwise set forth in the Charter Schools Act, NMSA 1978 §§22-8B-1, et seq. which provides that the Academy:
- 2) Shall be subject to all federal and state laws and constitutional provisions prohibiting discrimination on the basis of disability, race, creed, color, gender, national origin, religion, ancestry or need for special education services;
- 3) Shall be governed by a governing body in the manner set forth in the charter; provided that a governing body shall have at least five members; no member may serve on the governing body of another charter school;
- 4) Shall be responsible for (1) its own operation, including preparation of a budget, subject to audits pursuant to the Audit Act [[12-6-1](#) NMSA 1978]; (2) and contracting for services and personnel matters;
- 5) May contract with a school district, a university or college, the state, another political subdivision of the state, the federal government or one of its agencies, a tribal government or any other third party for the use of a facility, its operation and maintenance and the provision of any service or activity that the charter school is required to perform in order to carry out the educational program described in its charter. Facilities used by a charter school shall meet the standards required pursuant to Section [22-8B-4.2](#) NMSA 1978;
- 6) May pay the costs of operation and maintenance of its facilities or may contract with the school district to provide facility operation and maintenance services;
- 7) May acquire and dispose of property; provided that, upon termination of the charter, all assets of the locally chartered charter school shall revert to the local school board and all assets of the state-chartered charter school shall revert to the state, except that, if all or any portion of a state-chartered charter school facility is financed with the proceeds of general obligation bonds issued by a local school board, the facility shall revert to the local school board;

- 8) May accept or reject any charitable gift, grant, devise or bequest; provided that no such gift, grant, devise or bequest shall be accepted if subject to any condition contrary to law or to the terms of the charter. The particular gift, grant, devise or bequest shall be considered an asset of the charter school to which it is given;
- 9) Shall comply with all state and federal health and safety requirements applicable to public schools, including those health and safety codes relating to educational building occupancy;
- 10) Shall comply with all applicable state and federal laws and rules related to providing special education services. Charter school students with disabilities and their parents retain all rights under the federal Individuals with Disabilities Education Act and its implementing state and federal rules.
- 11) Employ the Headmaster/Principal of Academy
- 12) Delegate administrative and supervisory functions of the Headmaster/Principal of Academy when appropriate;
- 13) Approval of the annual budget of anticipated income and expenditures, and direct the preparation of the annual financial audit report in connection with the New Mexico Public Education Department's annual audit;
- 14) Have the capacity to sue or be sued;
- 15) May contract for provision of financial management, food services, education related services or other services; and
- 16) Be responsible for its own operation, including preparation of the budget, subject to audits pursuant to the Audit Act.

IV. GOVERNING BODY OFFICERS

- A. Officers:** The Officers of the Governing Body shall be a President, a Vice President, a Treasurer and a Secretary. The Academy may, at the discretion of the Board, provide for different categories of Officers, including, without limitation, one or more Assistant Treasurers and/or Assistant Secretaries. The duties of certain officers are set forth herein. When the incumbent of an office is unable to perform the duties thereof or when there is no incumbent of an office (both such situations referred to hereafter as the "absence" of the Officer), the duties of the office shall, unless otherwise provided by the Board or these Bylaws, be performed by the next Officer set forth in the following sequence: President, Vice President, Treasurer and Secretary.
- B. Appointment and Tenure:** All Officers shall be elected each year by the Body at its Annual Meeting for terms of one (1) year, with a two (2) term maximum or until their successors have been duly elected and qualified, or until their death, resignation or removal. Officers' terms shall commence immediately following the Annual Meeting of the Board.
- C. Resignations and Removal:** Any Officer may resign at any time by giving written notice to the President or to the Secretary, and, unless otherwise specified therein, the acceptance of such resignation shall not be necessary to make it effective. Any

Officer may be removed by the Body whenever in its judgment he/she fails to perform the duty of office or such other duties as appointed by the Body and the best interests of the Academy would be served thereby.

- D. Vacancies:** A vacancy in any office may be filled by the Body for the unexpired portion of the term of the officer being replaced.
- E. President:** The president of the Governing Body shall preside at all meetings and shall appoint committees with approval of the Governing Body. He/She shall have the right, as other members of the Governing Body, to make or second motions, to discuss questions, and to vote. The president of the Governing Body may not act for or on behalf of the Governing Body without prior specific authority from a majority of the Governing Body to do so. All communications addressed to the president shall be considered by him or her for appropriate action, which consideration may include consulting with legal counsel, and consideration by the Governing Body. The president shall sign legal documents as required by law and perform such other duties as may be prescribed by the Governing Body. It is the President's responsibility to ensure that Governance Body members uphold their commitments/responsibilities to the school. The President is responsible for compiling the topics for business to be placed on the agenda. Any member of the Governing Body may offer items to be heard or discussed at any meeting of the Body.
- F. Vice President:** The vice-president shall perform the duties of the president in the absence of the president or at the request of the president. In the event a vacancy occurs in the presidency, the vice-president will act in the capacity of the president until the office has been filled by a vote of the Body membership.
- G. Treasurer (this office will be filed by the President):** The Treasurer shall be familiar with the fiscal affairs of the Academy and keep the Body informed thereof in the event that the Academy's Business Manager is unable to so act. He/She will have knowledge of public school finance laws, rules and policies and shall serve as the Chairperson of the Academy Finance Committee. He/She shall attend the PED Spring Budget Workshop and/or any other financial regulatory training recommended by the Head Administrator or the Business Manager.
- H. Secretary:** The Secretary shall keep the minutes of the Governing Body meetings, subject to the direction of the President, assure that all notices are given in accordance with the provisions of the Charter, Governing Body policies and as required by law; shall countersign, when required, all authorized bonds, contracts, deeds, leases, or other legal instruments; and in general perform all duties incident to the office of Secretary and such other duties as from time to time may be assigned to the Secretary by the Governing Body. The Body may appoint a designee to assist with the responsibilities of the Secretary as described herein, including recording and transcribing the minutes of the meetings, posting notices and agendas and preparing packets for the Governing Body's review. The Body Secretary will review the

minutes prior to presentation to the Governance Body for approval. The Secretary shall be responsible for presenting the minutes to the Body at meetings.

I. Compensation: The officers shall not be compensated for their services, however, they may be compensated for reasonable expenses in accordance with the New Mexico Mileage and Per Diem Act.

J. Directors and Officers Insurance: The Governing Body may secure officers and directors insurance in excess of the coverage provided by the NM Public School Insurance Authority upon appropriate approval of the Governing Body and if provided for in the charter school's approved budget.

K. Delegation: The Governing Body may delegate temporarily the powers and duties of any Officer, in case of such Officer's absence or for any other reason, to any other Officer, and may authorize the delegation by any Officer of any of such Officer's powers and duties to any agent or employee subject to the general supervision of such Officer.

V. STANDING COMMITTEES OF THE GOVERNING BODY: The Governing Body will have the authority to form the following committees based on the needs of the Academy;

A. Proposed Committees:

1. School Advisory Committee: The Head Administrator will be instrumental in developing this committee. The Academy shall create a School Advisory Body to assist the Head Administrator with school-based decision-making and to involve parents in their children's education. The School Advisory Body shall be created and its membership elected in accordance rules that will be adopted by the Governing Body. Membership on the board shall reflect an equitable balance between school employees and parents and community members. At least one community member shall represent the business community, if such person is available. The Head Administrator may serve as chair. The Head Administrator shall be an active member of the school Board.

2. Audit and Finance Committee: Academy's Audit and Finance Committee has a vital role in keeping the Governing Body apprised of the school's business affairs and financial condition.

a. Appointments and Composition

The members of the finance committee shall be the treasurer of the Governing Body who shall serve as the chair, the Academy Business Manager, and at least one other member who is a non-Academy employee and disinterested party selected by the treasurer and business manager and approved by the Body.

b. Responsibilities

- Prepare and maintain the annual budget for the charter school in collaboration with the Head Administrator.

- Also in collaboration with the Head Administrator, develop and annually revise a long-term financial forecast.
- Review all grant proposals and when necessary, make recommendations to the Board.
- Prepare all Budget Adjustment Requests (BAR) and present with recommendations to the Governance Body as necessary.
- Represent the school throughout all phases of the annual audit.
- Review business manager's required reports and make recommendations to the Governing Body regarding the reports as necessary.

3. Policy Committee: The policy development committee is commissioned by and responsible to the governing body to assume the primary responsibility for matters pertaining to development of governing Board policies.

4. Professional Development Committee. The committee is commissioned by and responsible to the governing Body. The committee will provide the Governing Body in formation and recommendations concerning the Academy's budget with regard to expenditures on professional development opportunities.

5. Student Support and Safety Committee. This committee will be created to ensure that the school's services are adequately providing the necessary support to students attending Academy.

6. Committee Selection and Membership:

- Election and Term: Members of each Committee may be chosen from time to time by the Governing Body and shall serve for such period of time as the Governing Body shall from time to time determine. The specific composition of the Audit and Finance Committee, however, shall be governed by the provisions of paragraph 2., above.
- Meetings: Committees may meet at such times and for such purposes as they shall from time to time determine. Provisions for notice and procedures applicable to meetings of the Governing Body's committees shall be as prescribed by the Governing Body and shall comply with the Open Meetings Act if the purpose of such meeting is to set policy affecting the Academy.
- Resignations and Removal: Any member of a committee may, at any time, resign by giving written notice to the President or the Secretary and, unless otherwise specified therein, the acceptance of such resignation shall not be necessary to make it effective. Any member of a committee may be removed by the Governing Body whenever in its judgment the best interests of the Academy would be served thereby.
- Compensation. Members of the committees shall not receive any compensation for their services, however, they may be compensated for

reasonable expenses in accordance with the New Mexico Mileage and Per Diem Act.

- e. The Governance Body has the authority to create *ad hoc* committees as deemed necessary. The policies and procedures that govern *ad hoc* committees will be determined as specified by the Governing Body action creating and approving the existence of any such committee.

VI. MEETINGS OF THE GOVERNING BODY:

All meetings of the Academy Governance Body shall be held in accordance with the New Mexico Open Meetings Act , NMSA 1978 §§10-15-1, *et seq.*

A. Meetings. The Governance Body shall pass a resolution annually describing what notice of a public meeting is reasonable when applied to the Academy Governing Body. . (See attached form resolution. Exhibit A.) The resolution shall describe appropriate notice and methods for posting agendas for regular, special and emergency meetings of the Governing Body.

B. Special Meetings. Special meetings of the Governing Body may be called at the direction of the Governing Body. Such meetings to be held at such time and place consistent with the Governing Body's annual resolution for conducting its public meetings.

C. Attendance via Telephone Conference Call. Except to the extent otherwise provided by law, any meeting of the Governing Body may be attended by any or all of the Body Members by means of a conference telephone (or similar communications equipment) when it is otherwise difficult or impossible for the member to attend the meeting in person, provided that each member participating by conference telephone can be identified when speaking, all participants are able to hear each other at the same time and members of the public attending the meeting are able to hear any other member of the Governing Body who speaks during the meeting. Such attendance shall constitute presence by the Governing Body member as if in person at such meeting and for purposes of determining a quorum. Any action taken by the Governing Body at such meeting shall constitute a valid action of the Governing Body.

C. Notice. The Governing Body shall provide notice and post agendas in accordance with the New Mexico Open Meetings Act. (See Governance Body resolution Exhibit A) Reasonable notice of the Governing Body shall include broadcast stations licensed by the Federal Communications Commission and newspapers of general circulation that have provided a written require for such notice. Notice of meetings and the availability of meeting agendas shall be consistent with the Governing Body's annual resolution. Except in cases of emergency the Governing Body shall only act on matters identified on the agenda.

D Emergency: An emergency meeting or agenda item is one necessitated by unforeseen circumstances that if not addressed immediately by the Governing Body, will likely result in injury or damage to persons or property or substantial financial loss to the public body.

E.. Minutes: The Governing Body shall keep written minutes of all its meetings. The minutes shall include a minimum the date, time and place of the meeting, the names of members in attendance and those absent, the substance of the proposals considered and a record of any decisions and votes taken that show how each member voted. All minutes are open for public inspection. Draft minutes shall be prepared within ten working days after the meeting and shall be approved, amended or disapproved at the next meeting where a quorum is present. Minutes shall not become official until approved by the Governing Body.

VII. Confidential Matters of the Governing Body: The Governing Body recognizes that confidential information will be brought to the attention of individual Governing Body members and/or the Governing Body as a whole pertaining to, but not limited to, the following:

- matters relating to the employment or dismissal of, or charges against, specific Academy personnel;
- matters relating to litigation or proposed litigation in which the Governing Body is or may become a party, or attorney-client communications;
- consideration of the acceptance of gifts, bequests, or donations where confidentiality has been requested by the donor;
- consideration of wages and benefits for the Head Administrator; ;
- consideration of suspension, expulsion, or disciplinary action in connection with a student;
- matters relating to the security of students, personnel, visitors, and/or school property; and
- such matters that may arise and qualify as being confidential by law.

The Governing Body further recognizes that public disclosure of such information may result in injury to individual or potential harm and possible liability to the Academy and that the Governing Body members who must respect confidentiality of information that is privileged under applicable law. It is the policy of the Governing Body that Body members shall discuss or disclose confidential information only in connection with legitimate Academy business and only with individuals with a legitimate right to know.

VIII. Manner of Action:

A. Quorum: A majority of the seated Body Members, whether personally present or appearing telephonically shall constitute a quorum for the transaction of business at any meeting of the Governing Body.

B. Financial Matters: The Governance Body shall approve all contracts, except for employee contracts (other than the Head Administrator) and for purchases up to the

limit of the New Mexico Procurement Code; which shall be by the authority of the Head Administrator.

- C. Manner of Acting:** No action of the Governing Body shall be valid unless taken at a meeting at which a quorum as defined herein is present and which has been properly noticed pursuant to the New Mexico Open Meetings Act, NMSA (1978) §§10-15-1 *et seq.*

IX. CONFLICTS OF INTEREST AND CODE OF ETHICS:

A. General Statement: It shall be the duty of each Governing Body member to voluntarily excuse him/herself from discussions of confidential information and abstain from voting on matters in which the Governing Body member has a personal or financial interest, including an interest by a member of the Governing Body's immediate family, or where the Governing Body's participation will or may compromise the confidential nature of the discussion. Failure to voluntarily remove himself/herself from such conflicts of interest may result in a vote to remove the member from the Governing Body.

B. Disclosure: Each Body Member agrees to complete and sign a Disclosure of Conflicts of Interest statement prior to accepting his/her position on the Body. In addition to this statement, Body Members shall annually update the disclosure statement and shall otherwise immediately notify the President of the Body when he or she becomes aware that an actual or potential conflict may exist.

C. Conflict of Interest Policy: Each Body Member agrees to abide by the Academy Conflict of Interest Policy adopted by the Governing Body.

D. Code of Ethics: Each Body Member agrees to abide by the Academy Code of Ethics adopted by the Governing Body.

X. MISCELLANEOUS:

A. Checks, Drafts, Etc. All checks, drafts or other orders for the payment of money, and all notes or other evidences of indebtedness issued in the name of the Academy shall be signed by such Officer or Officers, agent or agents of the Academy as designated by the Governing Body.

B. Books and Records: The Governing Body shall keep accurate and complete books and records of the actions of the Governing Body, which records shall be open to inspection by the members of the Governing Body at any time, or members of the public pursuant to the Inspection of Public Records Act, NMSA 1978 14-2-1 *et seq.*

June 15, 2009

TO WHOM IT MAY CONCERN:

We the undersigned are in total support for the Sen. Dennis Chavez Academy Charter School that will be housed in the city of Las Cruces, NM. We believe in its mission and purpose to provide alternative choice in education to students with the emphasis in leadership and entrepreneurship.

Signed By:

Manuel P. Paez
Sandra A. Martinez
(Garcia)
John H. Gervais
Dinger Juarez
Chris Montoya
Jose L. Linares
Lina Arango
John H. Gervais
Rafael M. Gervais
Evan Montoya
Richard Montoya
Gloria F. Gervais
Lina Arango
(over)

Sandra Paez
Emma Rodas
Mario G. Gervais
THOMAS MONTA
Sho M.
Brenda M.
Veronica Cordova
Lorraine Gervais
Vivene Howard
Dedra Belasco Grady
Yvonne R. Gervais
Jette Gervais
Evan Montoya
Severo Torres
Kathleen P. Gervais
John Montoya
Lina Arango

Carlo T. Hernandez
Eddy Montano
Mary M. Torres
V.R. L.
Eddie Gumbel



League of United Latin American Citizens
New Mexico State Office

Paul "Pablo" A. Martinez
NM State Director

June 29, 2009

TO WHOM IT MAY CONCERN:

As the nation's oldest and largest Latino organization, we have and continue to be committed to education. We believe that it is through education that we can foster and promote upward mobility in our community. In NM, we have over 50 % drop out rate. The Hispanic community has the largest drop out rate per capita. This is unacceptable and for several decades we have advocated for results and change. Instead of reduction or improvement, we have seen the numbers of drop outs proliferate to alarming rates.

We soundly and firmly support the mission and vision of the Sen. Dennis Chavez Academy. This will offer choice and help provide alternatives for those youth at risk in fulfilling their educational needs. This school will focus on leadership and Entrepreneurial skills. This are key skills in in advancing self esteem, employment work force and future leadership. Our state and local organization will offer any assistance and support to help in the endeavor.

Thank you for your immediate attention to this matter.

Sincerely,

A handwritten signature in black ink, reading "Paul A. Martinez", is written over a horizontal line.

Paul "Pablo" A. Martinez
NM LULAC State Director

P.O. Box 1324, Las Cruces, NM 88004

Phone Number: (505) 312-6327



LEAGUE OF UNITED LATIN AMERICAN CITIZENS
COUNCIL 120
P.O. Box 1324 Las Cruces, NM 88004

June 29, 2009

TO WHOM IT MAY CONCERN:

Please be advised that Las Cruces LULAC Council 120, proudly support the mission and vision of the Sen. Dennis Chavez Academy. We believe that this school will help several youth at risk and provide for their educational needs. Education is important and we will assist this academy in a community partnership.

If you have any questions, please feel free to contact me.

Sincerely,

Phillip Archuleta
President, Las Cruces LULAC Council 120