# Maine Virtual Academy Governing Board Business Meeting

Tuesday, November 18<sup>th</sup>, 2025, 4:00 to 6:00 p.m. Zoom Meeting

Email mbrowne@mainevirtual.org for the Zoom link and password.

Upon request (via email), the public may access the meeting (virtually) at the MEVA Suite 230, 6 East Chestnut Street, Augusta (a staffed location). Please email <a href="maintenant-mbrowne@mainevirtual.org">mbrowne@mainevirtual.org</a> for more information and to request accommodations.

### **AGENDA**

## I. Opening Items.

- A. Call to Order: Roll Call.
- B. Approval of Minutes.
  - a. Motion to approve the minutes of the Maine Virtual Academy (MEVA) Governing Board Business Meetings of September 16<sup>th</sup>, 2025, and October 21<sup>st</sup>, 2025.

#### II. Finance.

- A. FY25 Audit Report Presentation Wiplfi.
  - a. Motion to approve the FY25 Audit Report.
- B. FY26 Quarter 1 Finance Report Jennifer Hight.
  - a. Motion to approve the Quarter 1 Finance Report.

#### III. Administration.

- A. Head of School Report Dr. Melinda Browne.
  - a. SY 2025/26 Progress with teacher presentation.
  - b. SY 2025/26 Mid-Year & SY 2026/27 Enrollment.

#### IV. Governance.

- A. First Reading: School Building Temperature Policy.
  - a. Motion to move the School Building Temperature Policy to a second reading.
- B. First Reading: BBBAAA Student Representative to the Board Policy.
  - a. Motion to move BBBAAA Student Representative to the Board Policy to a second reading.
- C. Updated Employee Handbook.
  - a. Motion to approve the updated Employee Handbook.
- D. Consumer Math Curriculum Map for approval.
  - a. Motion to approve the Consumer Math Curriculum Map.
- E. SY-2026/2027 Calendar.
  - a. Motion to approve the SY-2026/2027 Calendar.
- F. Curriculum Map: Oceanography.
  - b. Motion to approve the Curriculum Map: Oceanography.
- C. Curriculum Map: Early/Late Medieval History.
  - a. Motion to approve the Curriculum Map: Early/Late Medieval History.

### V. Public Discussion.

### VI. Adjournment.

A. Motion to adjourn.