



April 16, 2026 6:00 P.M.
 Regular Meeting of the Board of Directors
 7800 Airport Center Drive, Greensboro, NC

Cornerstone Charter Academy Library

Meeting Agenda

Member Attendance

| | Jonetta Appling | Liz Goetzinger | Ryan Homer | Aditya Pandit | Crystal King | Cyndie Swindlehurst | Andrew Wright |
|----------|-----------------|----------------|------------|---------------|--------------|---------------------|---------------|
| 7.10.25 | phone | phone | absent | absent | phone | phone | phone |
| 7.17.25 | present | phone | phone | phone | present | present | phone |
| 8.21.25 | present | present | present | present | present | present | present |
| 9.18.25 | present | present | absent | absent | phone | present | present |
| 10.17.25 | present | present | absent | present | absent | present | present |
| 11.20.25 | Present | Absent | Present | Present | Phone | Present | Phone |
| 1.15.26 | Present | Absent | Present | Present | Present | Present | Present |
| 2.03.26 | Present | Absent | Present | Present | Present | Present | Present |

| | | | | | | | |
|---------|---------|---------|---------|---------|---------|---------|---------|
| 2.09.26 | Present | Present | Present | Present | Present | Present | Present |
| 2.19.26 | | | | | | | |
| 3.19.26 | | | | | | | |
| 4.16.26 | | | | | | | |

I. Call to Order

Time:

II. Motion to approve agenda

III. Pledge of Allegiance

IV. Mission Statement:

- *Cornerstone Charter Academy, a tuition-free public charter school, will give every student the opportunity to reach his or her potential by providing a rigorous academic program, character education and meaningful parental participation.*

V. Approval of Minutes

- March 19, 2026

VI. ECPI Renovation Update

Joe Caraher

- Construction Documents Phase
- Financing Update

VII. Discussion of Cornerstone Code of Ethics

Joe Caraher

VIII. New Business

- Motion to approve Digital Application as a middle school elective.

IX. Actionable Items from Committee

- Motion to approve the following courses for MS Electives (see below):
 - Cardinal Social Media Brand Management
 - Makers Space
 - Jumpstart Bridge

- Introduction to Coding

- Robotics

- Motion to approve Kessler Science for 6th graded curriculum
- Motion to approve Prestige School Solutions contract for 2026-2027 school year.

- X. Reports to the Board
 - Director's Report

- XI. Public Comment

- XII. Executive session for discussion of confidential personnel matters
Time:

- XIII. Motions from Executive Session

- XIV. Adjourn
Time:

Digital Applications

Building on the basic skills mastered in Typing (a prerequisite for this course), **Digital Applications** will use project-based learning to equip students with an improved toolkit for the modern classroom. Students will go beyond the basics of the Google Education suite, uncovering efficiency tips and useful features in Docs, Sheets, and Slides to ensure their academic work is of good quality and stands out among the crowd. The curriculum will also dive into the essentials of digital citizenship, as well as the ethical "rules of the road" for using AI as a powerful learning partner (vs. just a search engine). We will also emphasize vital life skills, including introducing positive, professional online communication and media literacy. By the end of this course, middle schoolers will be more confident, responsible, and efficient navigators of an increasingly digital world.

Cardinal Social Media Brand Management:

Love social media? Want to learn the basics of how influencers actually create and maintain their brands? Join us as we define the Cornerstone Cardinal brand and strengthen our presence on social media platforms. We will work to define brand consistency, create content strategies, analyze engagement, and more. We will create and curate content, but with the management strategies used by major brands and influencers. Please consider this elective if you are great at organization and/or enjoy making print or digital art/graphic design.

Makers' Space:

This exploratory class will encourage students to explore the intersections of engineering, art, and design. We will use recyclables and other found materials to create personalized sculptures, instruments, crafts, and more. We also explore basic technology that makers regularly use to run vinyl cutters, 3D printers, and CNC machines. Students will also use basic tools like hammers, levers, screwdrivers, speciality scissors. Students will be expected to work independently and in small groups, during each class session.

Jumpstart Bridge:

This course is designed around the card game Bridge. It provides opportunities to apply math, logic and problem-solving skills while also encouraging teamwork and fun! Some of the math concepts used are number relationships, value assignment, addition, subtraction, multiplication, division, algebra, deductive reasoning, probability and inductive reasoning. Jumpstart Bridge is a great resource that provides free supplies and lessons for each semester.

Introduction to Coding (Updated)

Introduction to Coding is a semester-long elective designed to teach the fundamentals of coding in a way that is accessible, self-paced, and beginner-friendly. The course is built around Code.org's Express Course.

Students will use block-based coding - a visual, drag-and-drop style of programming where code is created by snapping together colorful blocks like puzzle pieces. The class is hands-on and active, with students learning by doing as they progress through lessons at their own pace.

Coding helps develop logical thinking, math reasoning, and attention to detail. This course is a great first step before taking the Robotics, AI & Computer Science elective.

A corded USB mouse is recommended.

Robotics

Robotics is a year-long course that gives students hands-on experience designing, building, and programming robots to solve real-world challenges. Through engaging, project-based activities, students will learn to plan, test, and refine their designs. As the course progresses, students will apply their skills in a collaborative team setting,

participating in a season-themed competition where they go head-to-head with other schools. This course is a great fit for students who enjoy hands-on building, creative problem-solving, and working as part of a team.

Introduction to Coding is a prerequisite for this course. Exceptions may be made with a written recommendation from a previous year science or math teacher. After-school work sessions may be scheduled to prepare for competitions. Some parental involvement is required for competition events. A corded USB mouse is recommended.