## Who should apply for and participate in the Incubator?

The Alliance welcomes applicants from across the United States from public, charter, parochial, and independent high schools seeking to ensure their students are equipped with the skills needed to make the life-altering decisions facing them after graduation, and see Decision Education as a resource to enable this objective. Each applicant must have the support of school administrators and be able to form a team to guide project development and implementation. School teams should include 3-5 people, made up of at least one school administrator, and a combination of college and/or guidance counselors and teachers. School teams must be able and willing to fulfill an 18-month commitment.

## What is the Incubator timeline?

The Incubator is an 18-month grant that includes professional learning, project design, team collaboration, and student implementation. Projects will be implemented during the 2023-2024 school year.

| Timeline | |
|---|---|
| Monday, August 22, 2022 | Application window opens |
| Friday, October 7, 2022 | Application window closes |
| Monday, October 31, 2022 | Incubator grant notifications |
| **Incubator: Phase 1** | |
| Winter 2022, Spring 2023, Summer 2023 | Professional learning and project design |
| **Incubator: Phase 2** | |
| Fall 2023-Spring 2024 | Project implementation |
| June 2024 | Project completion and reflection |

## What kind of coaching support will my team receive?

Each school team will be partnered with an Alliance Education Manager, who will first serve as a coach and guide the team's learning about Decision Education, and then support project development and implementation. Coaching support will happen either in-person or remotely, depending on geography and school preference.

## What are the expectations if our team is selected?

School teams are expected to learn about Decision Education, create and implement a new initiative/course for students, work with the Alliance to assess impact, and reflect on best practices. Specifically, each team will:

**Learn** about Decision Education

- Teams participate in an asynchronous online course (approximately 4-6 hours) to learn about Decision Education as a field.
- Participate in ongoing coaching and reflection with the team's Alliance Education Manager—either in-person or virtually, depending on geography.

**Design** a project

- Teams work in collaboration with their Alliance Education Manager to develop an idea into a student-facing project. Projects can include:

  - Teams participate in an asynchronous online course (approximately 4-6 hours) to learn about Decision Education as a field.
  - Participate in ongoing coaching and reflection with the team's Alliance Education Manager—either in-person or virtually, depending on geography.

- Incorporate Decision Education K-12 Learning Standards into their project.
- Schedule the project (new course, elective, curricular unit, etc.) into student programs, as appropriate.

**Implement** the project with students over the course of the school year.

**Administer** pre- and post-surveys to both students and staff related to the project.

**Collect and share** relevant student learning artifacts. Consider participation in case studies, sharing teacher perspectives and student stories, and joining other Alliance initiatives to study the impact of Decision Education.

## What can we use the grant funds for?

Bulleted below are pre-approved spending categories. Other expenses may be approved on a case-by-case basis.

- Overtime and/or coverage for staff professional learning, planning, and project design
- Student and/or staff learning materials
- Decision Education conference expenses
- Reading materials
- Other uses upon request/approval

*Funds may not be used to reimburse other organizations or pay for staff base salaries.*

## Do we need to document and share student work?

**YES.** A key objective of the Incubator is to learn as much as possible about the teacher and student experience, to build prototypes for use by other schools. Each participating school will need to administer surveys as well as collect and share student artifacts related to the project.