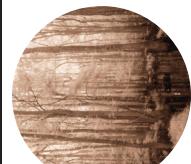


<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game
Your communication with parents is regular, two-way, and meaningful. Move ahead 2 spaces. →	You call parents to introduce yourself and school. Move ahead 1 space. →	You include parents in your school's decision-making process. Move ahead 2 spaces and take another turn. →	Your staff personally invites parents to participate in school activities. Move ahead 1 space. →
<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game
You hold family meetings in locations other than school. Move ahead 1 space. →	You appreciate parents' role in academic growth. Move ahead 2 spaces and take another turn. →	You use parent surveys to find out what families want. Move ahead 2 spaces and take another turn. →	Your administration has high expectations of having parents as full partners. Move ahead 2 spaces. →
<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game
You conduct home visits. Move ahead 2 spaces and take another turn. →	You believe parents don't have skills to offer. Go back 1 space. ←	 Go directly to <i>Cooperation Castle</i> →	You give parents concrete ways to help their children learn at home. Move ahead 1 space and take another turn. →
<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game
School parents review important communications for families. Move ahead 1 space and take another turn. →	 must draw an orange dot card to move Go directly to <i>Forest of Parents Don't Care</i> →	 must draw a yellow dot card to move Go directly to <i>Blame Bog</i> →	You explain the importance of parent involvement to families. Move ahead 2 spaces and take another turn. →
<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game	<i>Achieve the Plan</i> board game
You don't communicate effectively with parents. Go back 1 space and lose a turn. ←	 must draw a red dot card to move Go directly to <i>Blame Thrower</i> →	 Go directly to <i>Champion of Communication</i> →	Your staff receives little training on how to partner with parents. Go back 1 space and lose a turn. ←