District Planned Uses of Proposition 301 Monies

McNary Elementary School District

Grades served: PreK-8
Number of schools: 1
Students attending: 140
Number of certified teachers: 11

Proposition 301 Dollars

 $\begin{array}{ccc} \text{Base pay:} & \$ & 10,553 \\ \text{Performance pay:} & 21,107 \\ \text{Menu options:} & \underline{21,107} \\ \text{Total Proposition 301 dollars:} & \$ & 52,767 \\ \end{array}$

Total budgeted expenditures

for fiscal year 2002: \$4,299,469

Comparative Information

Student/teacher ratio:
Average teacher salary:
Beginning teacher salary:
Percentage of dollars spent
in the classroom:

District	State
12.7	18
\$28,192	\$37,176
\$21,700	\$26,516
61.9%	57.7%

Base Pay (\$10,553):

Twelve classroom teachers are receiving base pay increases of approximately \$751 each. Monies are being paid out during the normal payroll cycle.

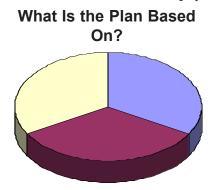
Menu Options (\$21,107):

A committee of district administrators and teachers decided to use 100 percent of menu monies for additional classroom teacher compensation. The plan focuses on school improvement, with teachers being required to do additional work in summer programs or after-school tutoring.

Performance Pay (\$21,107):

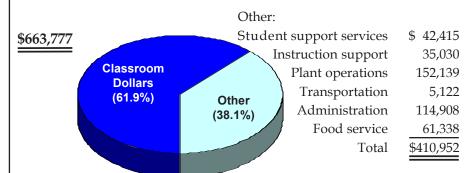
Classroom teachers can earn up to an estimated \$1,672 each in performance incentives, which will be distributed in the final pay-

check of the 2002 school year. Performance monies are allocated equally among three factors, all of which must be fulfilled for eligible employees to be paid. First, students must demonstrate one-year's academic progress on standardized tests; second, 80 percent of returned parent surveys must give the school a satisfactory rating; and, third, 80 percent of students must participate in extracurricular activities.



- Student achievement (33.3%)
- Parental satisfaction (33.3%)
- Student extracurricular participation (33.3%)

Dollars in the Classroom (Fiscal Year 2001)



See also Auditor General Report, Arizona Public School Districts' Dollars Spent in the Classroom.