

**BETHEL PARK HIGH SCHOOL  
GOALS / SCORING MATIX  
Administrative Team (10 responses)**

**"HIGH PERFORMANCE SCHOOL FOR 21ST CENTURY"**

note: not all of these goals have a direct impact on facility planning, but ideally the solution should enable all goals to be met

Goal	Weighting (1-5)	Major Priority	
<b>Student Centered Environment</b>			
<b>Active Learning</b>		<b>11</b>	<b>1</b>
Academic Goals / Curriculum	<b>48</b>		
Visual & Performing Arts	<b>39</b>		
Individualized Electives	34		
Co-Curricular Activities / Athletics	<b>41</b>		
Flexible physical environment	<b>41</b>		
Career Preparation	<b>45</b>		
Seamless Technology	<b>45</b>		
"Observable" Green	31		
<b>Educational Alternatives</b>		<b>5</b>	<b>3</b>
Cyber Learning	<b>41</b>		
University based programs	<b>43</b>		
Home Schooling Partnership	22		
Flexible Hours / Use	37		
Alternative Education	<b>39</b>		
<b>Learning Communities</b>			
<b>Special Needs Inclusion</b>		<b>5</b>	<b>3</b>
Peer Support	37		
Diversity	38		
Continuum of support	36		
Adaptive Programs	<b>39</b>		
<b>Interdisciplinary Teams</b>		<b>5</b>	<b>3</b>
Common Projects	36		
Multi- disciplinary Team Planning	<b>40</b>		
Combined Special Events	36		
<b>Sense of Identity</b>		<b>2</b>	
9th Grade Transitional teams	36		
Performance levels	34		
"the Place to Be" for students	36		
Senior Privileges	32		
<b>Collaborative Leadership</b>			
<b>Efficiency</b>		<b>2</b>	
Centralized Administration	<b>40</b>		
Use of Technology	<b>48</b>		
Efficient support services	<b>43</b>		
<b>Instructional Leadership</b>		<b>4</b>	
Student and Staff Communication	<b>44</b>		
Collaboration with staff	<b>44</b>		
Professional Development	<b>41</b>		
Use of Technology	<b>47</b>		
Coaching Effective Learning Strategies	<b>45</b>		
<b>Community Facility</b>			
<b>Social Venue</b>		<b>2</b>	
Informal student socialization	33		
Meeting rooms	37		
School Events	<b>39</b>		
Community Events	36		
<b>Cultural Venue</b>			
School Events	38		
Community Events	35		
"Center for the Arts"	37		
<b>Health and Athletics</b>		<b>2</b>	
Wellness	<b>43</b>		
Community Programs	39		
Interscholastic Athletics	<b>40</b>		
<b>Life Long Learning</b>			
Learning Resources	34		
Adult Education	31		
<b>Aesthetics / Community Pride</b>	29		
<b>Facility Cost / Performance</b>			
<b>Safe Environment</b>		<b>6</b>	<b>2</b>
Vehicular circulation	<b>45</b>		
Monitoring system	<b>45</b>		
Parking	<b>42</b>		
Controlled entry	<b>49</b>		
Safe classrooms	<b>49</b>		
After hours use	<b>41</b>		
<b>First Cost</b>		<b>2</b>	
Total cost	34		
PDE reimbursement	35		
Incentive reimbursements	35		
Relocation / Logistical costs	36		
<b>Operating Cost</b>		<b>3</b>	
Administrative Staff	<b>48</b>		
Professional Staff	<b>48</b>		
Support Staff	<b>47</b>		
Contracted Services	<b>40</b>		
Energy costs	<b>44</b>		
Maintenance	<b>45</b>		
Capital Maintenance	<b>45</b>		

bold denotes average score above mean

39 mean