DELTA COLLEGE DISTRICT
BOARD OF TRUSTEES
APPROVED MINUTES
DINNER MEETING
March 11, 2008
Delta College Main Campus
Room N-7

Board Present: K. Higgs, K. Houston-Philpot, K. Lawrence-Webster, J.

MacKenzie, E. Selby, B. Stafford, D. Wacksman

Board Absent: R. Emrich, T. Lane

Others Present: J. Goodnow, D. Lutz, L. Myles-Sanders, S. Beattie, M.

Brondstetter, P. Campau, T. Caylor, P. Clark, M. Cooper, D. Derusha, C. Drake, B. Dzurka, S. Goddard, P. Graves, T. Grunow, D. Halog, J. Knochel, J. Mahoney, J. Miller, M.

Mosqueda, L. Petee, P. Seidel, T. Stitt, A. Ursuy, L.

VandenBosch, P. Vermeesch, B. Webb, K. Wilson, K. Wolf,

Press Present: J. Hall, WSGW

Chairperson Earl Selby called the meeting to order at 6:05 p.m.

Dr. Jean Goodnow introduced staff of Facilities Management Linda Petee and Bob Dzurka and asked them to describe how they won the Green Cleaning Award. Linda, Bob and Michele Brondstetter described their work in choosing more sustainable processes and products and their continuing search for improvement, and introduced team members Peggy Vermeesch, Audrey Campau and Derick Derusha.

Dr. Goodnow introduced the team which presented "Are You Puzzled", Delta's innovative way of communicating to the campus community regarding strategic planning, AQIP, organizational culture and assessment and how the pieces fit together, at the recent League for Innovation conference. She emphasized the continuing value to the College of being a founding member of the League, including student competitions where Delta has had winners in art and literature, access to the iStream information resource, and the opportunity to showcase Delta before an international audience. At the Innovations 2008 conference there were 14 faculty and staff from Delta in attendance, where 11 people presented in 6 sessions.

Karen Wilson explained her vision for the "Are You Puzzled?" process which was first presented at Delta's 2007 Fall Learning Days. Andrea Ursuy described the planning and brainstorming process in which the team worked to figure out how to explain these four key pieces of the College's continued path to excellence. She reviewed the charge received from Don Halog, that the session must generate understanding and support, emphasize interaction, encourage 100% participation, be a personal learning experience in which participants engage with others, allow for assessment, and be applicable to work, all within a short time frame of 90 minutes.

Leslie VandenBosch described how the team developed a game approach for teams to compete, using a card sort process for Strategic Planning, Bingo for AQIP, Jeopardy for organizational culture followed by assessment of the process using a rubric such as the College uses in assessing student learning. The activities were joined together using a passport and puzzle pieces in a process that could move 198 people in teams of 6 through the entire process within the 90 minute time frame. 149 people actually participated at Fall Learning Days, and the entire seventy-plus Student and Educational Services staff participated in a repeated "Are You Puzzled" at little later in Fall semester.

Shelly Beattie explained how she worked with the team's results and with staff from Facilities Management to make the whole process come together in four separate activity areas that were color coded, with a separate area for questions and conversation. She described some of the challenges of coordinating the work of many people, creating a logo, timing the activities, creating posters, game boards and printed materials. Karen Wilson described the assessment: what worked and what needed improvement for the next session with Student and Educational Services staff. The process did substantially improve understanding and connections.

Respectfully submitted,

Leslie Myles-Sanders, Board Secretary