



FAMILY PLAYBOOK

THE GAME OF LEADING,
LEARNING, AND BECOMING

We imagine a world where everyone views life as an exciting adventure, parents intentionally strengthen their families, and children are empowered to learn.

Therefore,
Our mission is to partner with families to find a calling and change the world.

WHY?

Because we believe the world will be a better place with more intentionality, better leaders, and stronger families.



WELCOME

To the first steps in your
Hero's Journey...



6	INTRODUCTION: THE PLAYBOOK	21	HEALTH & ATTENDANCE
7	OBJECT OF THE GAME: AAA MISSION	23	ENVIRONMENT
8	HERO'S JOURNEY	25	PDA
9	CORE VALUES	26	KEEPING SCORE: BADGES
10	RULES OF PLAY	30	HOW TO SCORE: GOAL SETTING
11	THE PLAYERS	32	GAME PLAY SYSTEMS
12	PARENT PROMISE	36	OUT OF BOUNDS: FOULS
13	GUIDE & HERO PROMISE	41	SUPPORT SYSTEM: HOME
14	FIELD OF PLAY: THE STUDIOS	45	FORMING A TEAM: PARENT CONNECT
16	COMPONENTS OF THE GAME	46	WINNING THE GAME
17	PICK-UP & DROP-OFF	47	ACTON WORDS
18	DAILY LIFE		
19	ELECTRONICS		

*"At Acton, we believe every child is a genius and
deserves to find a calling that will change the world."*

INTRODUCTION: THE PLAYBOOK

The “Acton Way” is best thought about as a game

THIS PLAYBOOK IS INTENDED TO:

- ❶ Offer your family a valuable resource to return to when you have questions about how/why we do things a certain way.
- ❷ Clarify how we play this game.
- ❸ Clarify the agreements that we make as we play this game together.
 - Agreements are the contracts that are made between learners, parents, guides, and owners.
- ❹ Offer a condensed overview of “The Rules of Acton” - or the guiding principles that allow everyone that plays to get the most out of their Acton experience.

The “Acton Way” is designed to empower heroes (parents are heroes too!) with choice and trust as they navigate & ignite their life journey!

HOW TO USE THIS PLAYBOOK:

1. Read it. Write out questions. Refer back to it.
Hold **US** accountable.
2. Often when you ask a question, we will refer you **back** to this playbook. Why? It's the Acton Way!

KEY



Fun Chat



Reflection



Important Info



Family Focus



OBJECT OF THE GAME: OUR MISSION

We guide learners to become leaders by:

1

**Partnering with
Families**

2

**Creating & Protecting a
Learner-Driven
Environment**

**...because everyone deserves to find their calling and
change the world!**

OUR PROMISES TO YOUR CHILD:

He or she will...

- Begin a Hero's Journey.
- Learn to be a curious, independent, lifelong learner.
- Develop a deep respect for economic, political, and religious freedom.
- Cherish the arts, wonders of the physical world, and the mysteries of life on earth.
- Discover his/her most precious gifts and learn to use them to serve others .



Why are families such a focus at AAA?

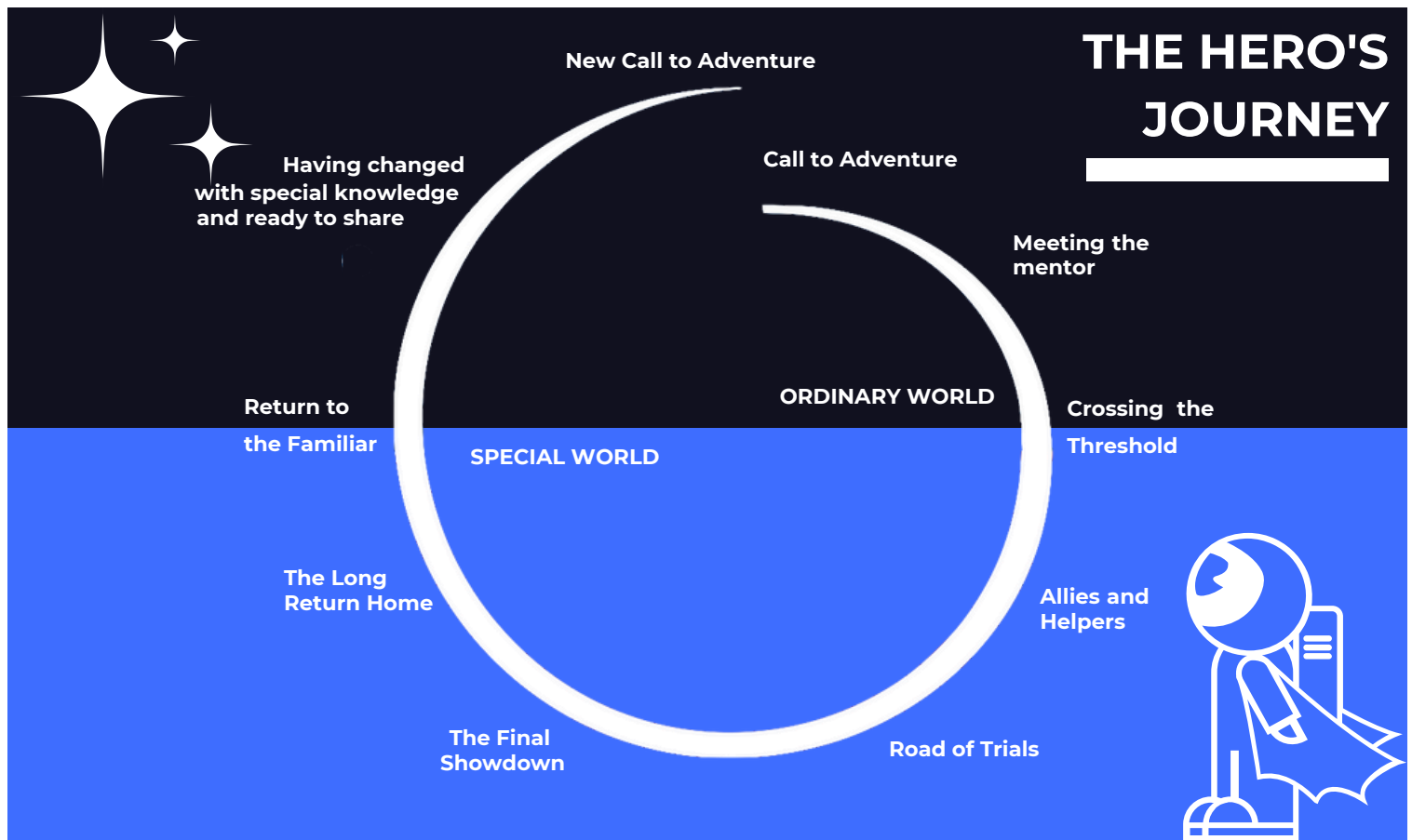
- Strong families shape strong character.
- Intentional parenting leads to confident, purposeful children.
- When families grow together, children thrive.
- Healthy family culture sets the foundation for lifelong learning.
- Families on a mission raise heroes who change the world!

OBJECT OF THE GAME: THE HERO'S JOURNEY

The Hero's Journey is the archetypal series of adventures every human yearns to experience. It's a journey of meaningful adventure, difficult challenge, and ultimately, personal transformation. It's the opposite of a fool's errand, where a hollow pursuit of worldly recognition, money and rewards distracts one from the life they were meant to live.

When you begin your journey at Acton Academy Amarillo, you are choosing to embrace a more meaningful, possibly difficult path to becoming the best version of yourself. This means embracing the challenges, opportunities, and adventures that will prepare you for the real world, help you reach your potential, and lead you to fulfillment and gratitude when faced with life's 3 big questions:

- Was I a good person?
- Who did I love and who loved me?
- Did I accomplish something meaningful?



CORE VALUES

The foundation that shapes the choices we make as a community.



INTENTIONAL GROWTH

We grow on purpose with a plan



KINDNESS

We lift others up through empathy and respect



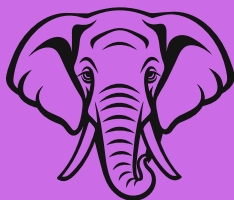
RESPONSIBILITY

We take accountability for our actions



CURIOSITY

We wonder, ask, and explore with an open mind



HUMILITY

We recognize the value in ourselves and others

RULES OF PLAY

WHY THE “RULES” NEED TO BE CLEAR:



Imagine you are playing a game of soccer... and someone comes in and starts to use their hands to play. Are you still playing soccer at that point? How does this analogy help us understand the importance of clear agreements at Acton?

Acton is different BY DESIGN. It looks and feels unlike any other school experience.

By clearly outlining **how** we play together, and creating agreements (contracts) with one another, we can best serve each learner and deliver on our promises.

All players work together to build a powerful community. Together, this community upholds the Core Values and Mission of Acton Academy Amarillo.

In order to play the game together effectively, each player (parents, learners, guides, owners) must agree to the following basic Rules of Play:

ACTON ACADEMY AMARILLO'S BASIC RULES OF THE GAME OF ACTON

- ★ I will intentionally grow
- ★ I will take responsibility for my learning ALWAYS
- ★ I will practice Servant Leadership
- ★ I will contribute to and build the community
- ★ I will hold peers accountable and welcome the same
- ★ I will uphold Socratic Learning/ Guiding at Acton
- ★ I will strive for excellence through practicing & feedback
- ★ I will use technology for learning
- ★ I will work to purposefully build my family (see Parent Contract)

Fun Chat: Every Hero faces obstacles and challenges. Which Rule of Play do you see being your biggest obstacle to overcome?

****If any player does not agree to the Rules of Play, this may be an indication that Acton is not the game for them at this time.**

THE PLAYERS

Everyone in the game of Acton is a hero that takes on a different role to support and accomplish the Mission of Acton Academy Amarillo.

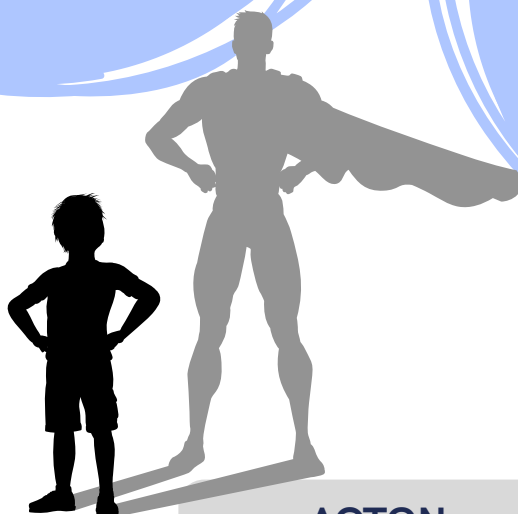
WHAT IS A HERO?

We believe each person has a gift that can change the world.

- A hero is someone who makes mistakes and tries again
- Learns from failure

THE HERO MINDSET

- Welcomes challenges
- Embraces responsibility
- Strives for excellence
- Views mistakes as a chance to grow
- Chooses courage over comfort



ACTON PARENTS

Parent Promise	pg 12
Whole Child Development	pg 29
Support System	pg 41
Parent Connections	pg 45

ACTON HEROES

Rules of the Acton Game	pg 10
Hero Promise	pg 13
Badges	pg 26
Goal Setting	pg 30
Fouls	pg 36

ACTON GUIDES

Guide Promise	pg 13
Game Setup	pg 17
Game Play Systems	pg 32

PARENT PROMISE



As a Parent at Acton Academy Amarillo, I promise to:

1. Embrace Acton as a self-paced, learner-driven environment, embracing the variability of real learning and trusting my child with the responsibility for their education, relationships, and community. I see character traits and habits as the cornerstone of all learning.

2. Allow my Hero to fail early, cheaply and often as failure is an essential part of learning and the gateway to personal responsibility. Instead of stepping in to fix problems or remove the struggle, I will recognize that the studio is designed for learners to face new challenges with helpful tools in place.

3. Celebrate my Hero's progress in Weekly Points, Badges, and Positive 360 Feedback and act if needed to: remove distractions like gaming, video or social media; lessen resistance; or overcome feelings of victimhood so our Eagle can soar.

4. Choose a Hero's Journey for myself, not just for my children:

- I commit to embracing challenges, trying again when I fail, and rejecting victimhood.
- I will seek opportunities to learn, grow and transform (such as a book or self-improvement project), showing my child that the Hero's Journey is a lifelong adventure.

Reflection Question:

What are YOU working on for yourself that you are excited about?



- **Our family will hold a Parent/Hero Journey Meeting each session.**
- We will deliver our learner to campus by 8:25am and understand Heroes who arrive late may not be able to participate in that morning's activities.

5. Treat Guides, Learners, and other Parents with respect, by speaking/emailing with kindness and never speaking ill about another learner, Guide, or parent.

Please sign and date below:

Parent's Name

Date

Parent's Name

Date

GUIDE PROMISE

As a Guide at Acton Academy Amarillo, I promise to:

- Create and protect learner-driven studio environments to deliver on Acton Academy's promises to Heroes and parents.
- Provide challenges, mileposts, rewards, and guardrails to inspire and equip Heroes to love learning and dream big.
- Allow Heroes to learn from failure and natural consequences, when necessary.
- Protect the physical and emotional safety of Heroes by upholding the guardrails.
- Use Growth Mindset Praise to celebrate effort, courage and progress.
- Stay in Socratic Mode, always a guide--never an expert.
- Continually develop the mindset of a Guide.



If I fail to deliver on these promises, I invite Heroes to comment on the surveys, which are taken very seriously by all Guides, owners, the Board & Network. Guides who continually fail to uphold these promises will no longer be allowed to serve at Acton Academy.

Guide's Name

Date

HERO PROMISE

As a Hero at Acton Academy Amarillo, I promise to:

- Choose kindness and respect.
- Work hard and play hard.
- Make courageous choices.
- Develop a Hero's mindset and resist the Victim's mindset.
- Honestly admit when I choose to break my promises and accept the consequences of my actions.
- Do my best to uphold the Basic Rules of the Acton Game & work hard to help my fellow travelers do the same.



If I fail to deliver on these promises, I understand that the Guides may change the Studio Incentives or I may suffer natural consequences, which will be laid out in advance. These include being separated from the community, being asked to stay home for some period, or even being asked to leave the community.

Hero's Name

Date

FIELD OF PLAY: THE STUDIOS

Each Studio fulfills our mission in distinct ways and has their own contract
(created and signed by the Learners during Session 1).

SPARK

LEARN TO BE CURIOUS - LEARN TO BE KIND

Guiding Belief: Play is the foundation of all learning.

Character Focus (Learning To Be): Develop a sense of right and wrong with a foundation of learning to be a good friend. Learn to be part of a community by focusing on collaboration, conflict resolution, and personal responsibility.

Academic Focus (Learning To Learn & Do): Exploration of the natural world, strong reading foundation, real-world math sense through Montessori-manipulatives. All learning in Spark happens through play.

ADVENTURE

LEARN TO LOVE LEARNING - LEARN TO BE A LEADER

Guiding Belief: A love of learning leads to lifelong curiosity.

Character Focus (Learning To Be): Develop a strong character by working hard, playing hard, making tough choices, setting goals, and fostering independence. Learn how to be part of a community through conflict management, holding others accountable, and celebrating failures & successes.

Academic Focus (Learning To Learn & Do): Project-based exploration in reading, writing, math, science and art that encourages a natural love of learning.

NAVIGATION

LEARN TO BE INTENTIONAL - LEARN TO BE COURAGEOUS

Guiding Belief: Recipes, tools, practice, and hard work can prepare learners to be successful in all areas of their life.

Character Focus (Learning To Be): Develop greater responsibility for self and community contribution (Servant Leadership). Learn to foster healthy peer connections through team building, collaboration, meaningful discussion and actively practice holding one another accountable. Develop greater understanding of personal gifts, servant leadership, high-level morality and habits of personal success.

Academic Focus (Learning To Learn & Do): Increased responsibility for higher levels of rigor and time management, increased focus on assimilating knowledge through discussion & self reflection. Heroes progress to greater levels of critical thinking and improve written & spoken communication through practice & repetition.

LAUNCHPAD

DISCOVER YOUR CALLING - SERVANT LEADERSHIP

Guiding Belief: When you know who you are and what you are successful at, you can find your calling to change the world.

Launch Pad Heroes complete high school requirements, secure & complete apprenticeships, work together on large, long-term, world-changing adventures, prepare a professional portfolio, and complete the prestigious Next Great Adventure Challenges to launch into the career/college path of their choice.

Launch Pad Heroes:

- Work hard with a plan and a purpose.
- Curate leadership skills that lead teams & individuals to success.
- Collaborate and support one another to aim higher.
- Curate mentors to guide and challenge their journey.
- Complete individual NGA Challenges.

COMPONENTS OF THE GAME

At Acton Academy we promise that Heroes will find a calling that will change the world by **Learning to Learn, Learning to Do, and Learning to Be.**

1

LEARNING TO LEARN (Processes)

Learning to LEARN means discovering how you learn best, so you can grow.

- Goal Setting
- Time Management
- Thinking Critically

because when you know how to learn, you can tackle anything.

2

LEARNING TO DO (Skills & Academics)

Learning to DO means using what you have learned to create, build, and solve interesting problems.

- Apprenticeships
- Exhibitions
- Town Hall

because the real world needs action-takers who turn ideas into impact.

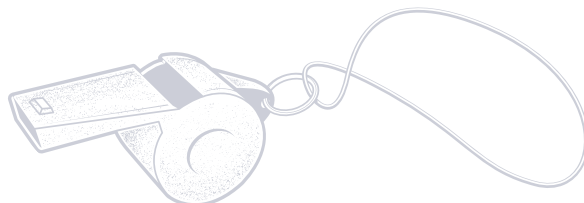
3

LEARNING TO BE (Character)

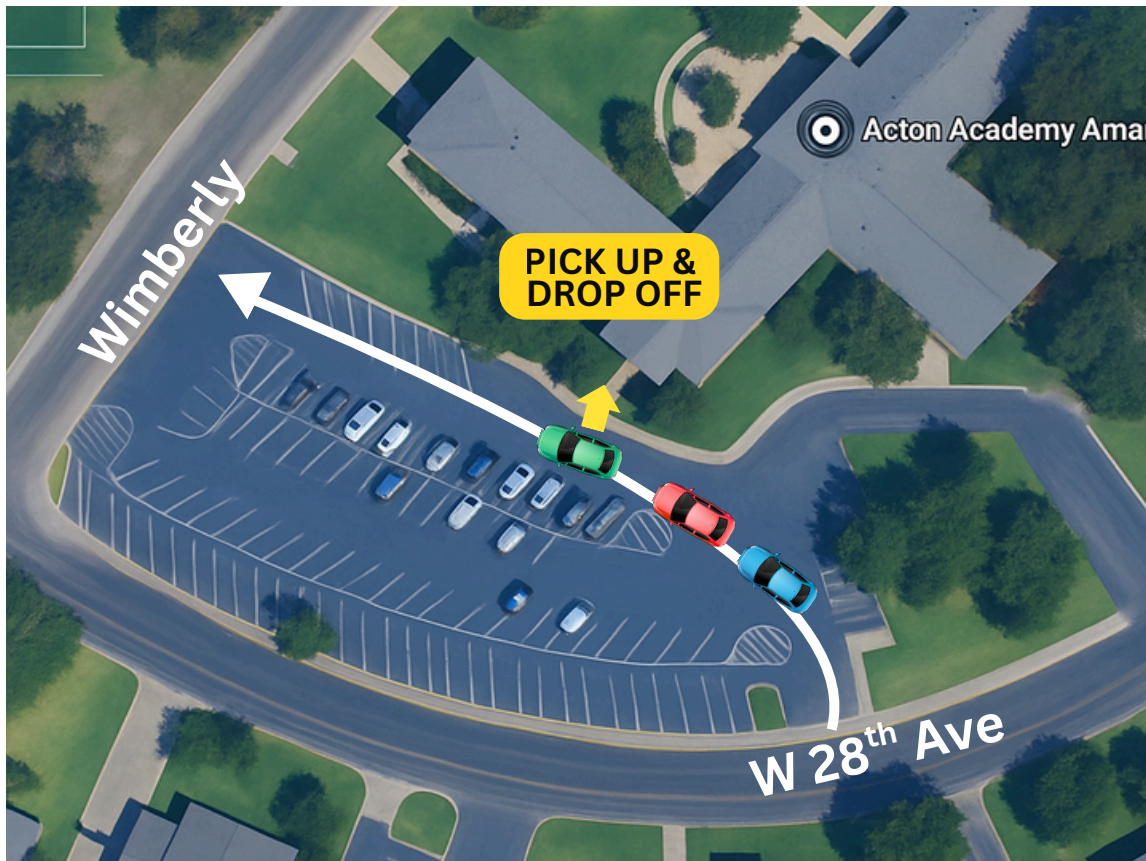
Learning to BE means becoming the kind of person who leads with integrity and purpose.

- Being held accountable by peers
- Receiving feedback
- Servant Leadership

because who you are matters more than what you know.



GAME SETUP: PICK-UP & DROP-OFF



SCHOOL HOURS

Drop Off: 8-8:25

Start Time: 8:30

Pickup: 3:15

ARRIVAL PROCEDURE

Arrival starts at 8:00 am.

- Enter the church parking lot from W 28th Ave
- SLOWLY continue to the office portico
- Stop and drop off at the church steps
- Proceed through the parking lot to Wimberly

Guides will welcome Heroes at the church steps from **8:00-8:25**.

Heroes can enjoy free time, read, socialize and get organized for the day.

Launch starts at 8:30.

If your child arrives late- please let them into the church AND studio doors with the pass code.

Late Heroes will sit outside the Launch circle.

DISMISSAL PROCEDURE

Pick-up is at **3:15 pm**.

Please wait in your car and follow the loop for efficiency and safety.

Heroes will high-five the Guide before leaving.

EARLY PICK-UP



If you are picking up your child at any time other than dismissal, please go into the studio to grab your child.

A Hero MUST NOT leave campus without confirmed acknowledgement between the Parent and Guide.



GAME SETUP: DAILY LIFE

WHAT TO BRING

- Water Bottle - we have water refill stations in each studio
- Healthy Lunch and Snacks
- Headphones for Level 1+
- Book to read for DEAR (we have a library of books at the school as well)

WHAT NOT TO BRING



- **Toys and activities** are not permitted at AAA unless earned or for a celebration
- **Drinks other than water** are not to be accessible outside of lunch and snack
- **Sugary drinks and snacks** as they greatly impact a Hero's ability to focus
- **School Supplies** (including Chromebooks) will be provided in the studios

AFTER-SCHOOL PROGRAMS

Fueled by family interest, there may be after-school programs in the AAA studios that are organized and led by parents.

Parents interested in organizing an after-school program may contact hello@amarilloacton.com.

We would LOVE to support you in doing so.

This may include sports, film-making, AI, a Book Club, chess, foreign languages, etc.


We will post all opportunities in the Acton Slack. These programs are not part of Acton Amarillo's curriculum and you will be asked to sign a waiver and pay any fee associated with these activities.

WEEKLY SCHEDULE

In general, the schedule consistently includes the following activities:

- Socratic Discussions
- Individual Work Time - math, reading, writing, typing
- Collaborative Work Time in Projects/Quests
- Civilization (our term for History including economics, politics, art, geography and philosophy)
- Lunch & Free Time
- Creative Arts
- PE
- Town Hall
- Running Partner/Squad/House meetings

Each Studio will post their Daily Schedule in the Studio.



Fun Chat: What program would you enjoy facilitating? What experience would you love to open up for your child?

GAME SETUP: ELECTRONICS

We believe it is our job to help Heroes learn how to use technology as a tool. With the ease of technology at our fingertips, it is easy to lose the time and space needed to wonder, discover, and explore passions. However, we believe learning to use technology well and safely is key to succeeding in our culture today.

This is a challenge we care deeply about, and we're committed to partnering with you as we navigate it together. Simply put: **Heroes in our studios will use electronics as tools, not toys.**

SCHOOL-WIDE ELECTRONIC POLICY

- All electronics are for learning, not play.
 - YouTube may only be used to research if earned or given as a challenge.
- Learners may only use computers at Acton - no phone, watch, or other technology use unless approved by a Guide.
 - Phones must be placed in a designated area
 - Watches may be worn, but not used as technology
 - Bluetooth headphones may be used during work times only
- Do your own work! Do not use other people's thoughts or writing as your own.
- Use only your computer and programs.
- Do not seek out or share inappropriate material.

Each studio may have additional guardrails specific to their learners and Studio.

Heroes who do not abide by the Technology Guardrails will receive a Foul.

Pornography

Heroes who 1)view, 2)create, 3)describe, 4)share, or 5)do not report known instances of the above may be subject to immediate removal from Acton Academy Amarillo. Pornography is defined as any material depicting or describing the human body or sexual conduct in a way that arouses sexual feelings.

Reflection Question:

How can you prepare your child to uphold the Technology Guardrails?

What adjustments (if any) can be made at home to help fuel your child's curiosity & wise use of electronics?



PARENT-LEARNER COMMUNICATION DURING SCHOOL

If a child needs to contact a parent for any reason, they can:

- SPARK- ask a Guide to contact parents
- Older Studios-
 - use the provided Acton phone to text parents
 - get approval from a Guide to use their personal phone
 - email

We challenge parents to encourage appropriate technology use by their learner.

A quick encouraging word in an email can brighten a day, but emailing a parent to vent about frustrations, as opposed to using a studio system to solve a problem breaks trust and undermines studio systems.

SOCIAL MEDIA

The use of Social Media on Chromebooks and phones is prohibited at Acton Amarillo and breaks the guardrail that “electronics are for learning.” Acton Amarillo Chromebooks are prohibited from accessing Social Media; including Facebook, TikTok, and X.

AAA PROPERTY & COMPUTERS

We provide one laptop per learner as needed to use during the day. They are school property. If one is damaged or lost by a learner, the family is responsible for reimbursing the school in the amount of \$250 that will be added to your tuition bill. In addition, if any part of the school campus or church is damaged by a Hero, he or she will assist in the cost of the repair.

CELL PHONE USAGE

Heroes must learn to manage their time and communications effectively. Older Heroes may bring phones to school; however, each studio has specific guardrails for use.

An immediate Foul will result for:

- Any non-work use of the internet or text during school hours. (Parents are often the cause of such violations when they expect their children to answer texts)
- Rude, unkind, belittling, or inappropriate remarks sent at any time.

GAME SETUP: HEALTH / ATTENDANCE POLICY

HEALTH FORMS & SCREENINGS

Please provide a copy of your child's health/immunization records (or state exemption) from your pediatrician's office. Please mail or hand deliver these documents to the Head of School or your child's Guide by September 15th.

MEDICATION

SPARK: Students may not carry medicine into the school. Parents must give the medicine and written instructions to a Guide. For prescription medicine, please send the medicine in the original container from the pharmacy with the child's name on it and a dated note listing the times and amounts to be given that day. Include whether or not refrigeration is required.

ES/MS/LP: Students may keep medicine in their backpack. Medicine must stay in their backpack at all times and may **only be opened and administered by a Guide based on parent instructions**. Guides will not administer medicine, orally or topically, unless they have been notified by the Hero's family.

No sharing of medication is permitted.

Cough Drops do not need to be opened by a Guide, but must come from the learner's own home and may not be shared.

Failure to follow the Medication Guardrails results in a Foul for risking harm to oneself or others.

Acton Academy Amarillo has zero tolerance for chemical and substance misuse and abuse. Disregarding this policy may result in immediate dismissal.

EMERGENCIES

In the case of an emergency, staff will contact 911 and then contact the family.

Heroes have access to band-aids and we have minor first aid materials that may be administered by a Guide as needed.



ILLNESS POLICY

A Hero with any of the following symptoms will be removed from the group and parents notified to pick them up as soon as possible:

- Fever of 100.5 F
- Diarrhea
- Vomiting
- Nausea
- Severe cough
- Unusual yellow color to skin or eyes
- Stiff neck or headache
- Difficult breathing or wheezing
- Complaints of severe pain

WHEN TO KEEP YOUR CHILD HOME

If your child has any of these symptoms, please keep them home and do not risk the health of others:

- A fever within the last 24 hours
- Vomitting within the last 24 hours
- Diarrhea within the last 24 hours
- Diagnosed with Strep, Pinkeye or another bacterial illness until they have been on antibiotics for a minimum of 48 hours
- Severe cold or flu symptoms
- Untreated head lice
- An atypical rash until a physician has cleared them to return to school

If your child is not feeling well in the morning, please observe them carefully before sending them to school. **Children must be free of symptoms for 24 hours before returning to school.**

ATTENDANCE/ABSENTEEISM

Acton Academy Amarillo does not have an attendance policy that specifies a required number of days that your child must be in school. It is our philosophy that traveling with family and engaging in experiences with family is fruitful and educational. We include long breaks between sessions for family time and travel. Parents do need to be aware that Acton Academy's curriculum includes much group work and class discussions, both of which are impossible to recreate or replicate. Your child is responsible for their goals and Quest responsibilities. If they are not in attendance (or know that they will be gone), they should arrange in advance how to move forward with their group.

If your child will be absent, please message their Guide on Slack.

While away from school, the Adventure, Navigation, and Launchpad Eagles can access online programs and Journey Tracker for studio assignments.

GAME SETUP: ENVIRONMENT: LANGUAGE, DRESS CODE, & SAFETY

Acton is designed to prepare Heroes for the real-world and a professional environment. Therefore, Heroes are expected to help create, foster, and maintain a work environment that mimics a business-professional space. As Guides, we provide solid guardrails to ensure their success in doing so.

DRESS CODE

Heroes are expected to dress appropriately for all age groups.

When violated, an email reminder will be sent to both the parent & Hero.

Upon repeated occurrences, Heroes will be removed from the studio and parents will be asked to either come get their child or bring them a change of clothing.

Appropriate clothing includes:

- *No see-through clothing
- *No alcohol, drugs, or profanities
- *No cleavage or stomach showing
- *No clothes with offensive language
- *Wearing shorts under skirts and dresses

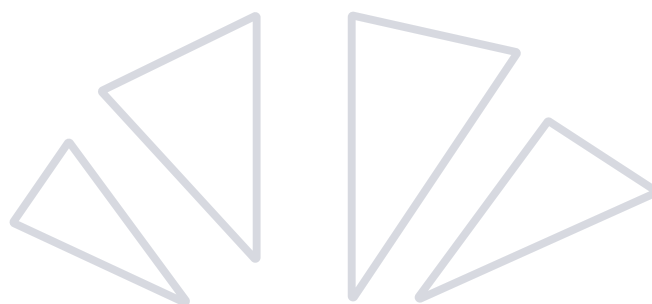
Heroes clothing and coverage should be tasteful, as if in a professional setting.

LANGUAGE

Heroes are not to curse or use inappropriate language or gestures. When this occurs, the learner will receive a foul, and parents will be informed and encouraged to have an open and non-shameful conversation with their Hero.

Inappropriate comments may include (but are not limited to): racial, violent, sexual, political, or personal attacks.

Discussions at school should be appropriate for ALL learners as young as 5.



SAFETY AT SCHOOL

We perform fire & safety drills.

Guides are all trained in CPR and First Aid.

“Acton Boundaries” are outlined and explained to

Heroes any time we are in a new environment.



Safety Procedures

“CODE RED” PROCEDURE

If any of the following occur:

- A Hero threatens self-harm
- A Hero displays self-harm
- A Hero speaks of suicide or of having suicidal thoughts
- A Hero threatens harm to another Eagle or the group

Heroes are expected to do the following, immediately:

1. Tell a trusted adult, immediately. ABSOLUTELY, NO EXCUSES for this not being done. A hero who does not alert a trusted adult immediately may be subject to a Foul or Violation.
2. School adults will contact parents immediately.
3. Parents are expected to pick up their Hero immediately.
4. Parents will contact a mental health professional for professional evaluation.
5. Hero will stay home from school until the mental health professional offers clearance to return.
6. Parents/learner need to know that academic badge plans can be changed/looked at according to the needs of the Hero.
 - This plan can reflect the hero’s need to focus on gaining tools and skills for life or a life coaching/growth emphasis.
 - This alteration may impact the the high school credit status of the hero’s transcript and graduation status.

NEST CAMERAS

As part of our agreement with the Acton Network, live NEST feeds must be installed in each studio. This helps provide accountability, share best practices with one another, and ensures safety is a priority. We promise to protect the rights and privacy of all learners and will never disclose video footage or information about a learner to another learner or parent.

GAME SETUP: PDA (PUBLIC DISPLAYS OF AFFECTION)

RELATIONSHIPS

At Acton Academy Amarillo, we believe that healthy relationships and respectful boundaries are an important part of a young person's journey. As part of our commitment to creating a focused and respectful learning environment, AAA has a strict no PDA policy between older learners in romantic relationships. This includes holding hands, cuddling, or other forms of affection above and beyond casual, friendly affection we observe among younger learners and older friends. In the upper Studios, this will be discussed and included in contract promises.

Breaking the Zero Tolerance PDA policy will be handled as below:

- 1st time- discussion with Guides and loss of the freedom to sit together during work times
- 2nd- learners will send an email to parents/guardians and the Guide about the policy they chose to break, the Head of School will then follow up with an email to parents
- 3rd- choose to stay home for a day and write an apology to the studio to return back with parent permission

The continued choice to break the PDA policy may result in removal from the community.

As parents, we hope you discuss the appropriateness of affection within a mixed-age learning environment with your Hero. We trust you as parents to set boundaries and expectations around dating and PDA with your individual children when age appropriate.



KEEPING SCORE: BADGES

At Acton, we do not “keep score” like traditional schools. Instead, Heroes set goals and track their own progress to grow and improve. They celebrate wins, learn from setbacks, and use both to push forward. Along the way, they notice where others are thriving or struggling—and learn to support, encourage, and ask for help when needed.

Reflection Question: It is helpful to often ask:

- What would you do differently?
- Do you feel that your work this week was the best you can do?
- Where are you feeling most challenged?
- What was your greatest achievement this week?
- What was your greatest failure?
- When did you serve as a guide to someone? Who guided you today?
- Everyone has an off-week now and then, is there something you need a break from to get back to a strong start for next week?



BADGES VS GRADES

At Acton,
we do
not use
letter grades

At Acton, we celebrate progress through Badges- milestones that show your hero has **tackled real challenges** and **mastered** important skills. These Badges build a powerful portfolio of authentic work that can shine in college applications and job interviews.

Heroes earn Badges in Writing, Civilization, Problem Solving (Math), Reading, Hands-On Quests, and Servant Leadership with feedback from peers, Guides, and sometimes outside experts.

Their journey is captured through Journey Tracker and Exhibitions where Heroes showcase their learning. Software tools help track progress and can be accessed by parents at any time.

Once a Hero completes ALL Badges in their Studio, they advance to the next Studio.



journey.actonacademy.org

JOURNEY TRACKER

For Adventure Heroes and beyond; Journey Tracker stores a Hero's Badge Plan, work submitted, 360 Reviews, SMART Goals, and Eagle Bucks.

SELF-PACED MASTERY

At Acton, we recognize that each child learns at different speeds, therefore our Heroes have the freedom to move at their own pace—but they’re always **expected to be working**. Some will fly through multiple grade levels in a year, while others may take a bit longer. What matters most is consistent effort and steady growth.

We believe in **mastery**, not just completion. Badges aren’t handed out for checking boxes—they’re earned by truly understanding the material and striving for excellence (see Excellence at Acton). That might mean a Hero takes longer to finish a badge—and that’s okay. We honor each learner’s unique journey and encourage families to embrace the mindset, **“The only person you should compare yourself to is who you were yesterday.”**

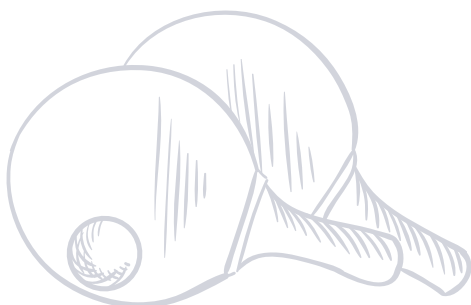
At Acton, Heroes aren’t rushed ahead before they’re ready. Instead, they’re given the time, tools, and support to master what matters most.



Once a year, parents will be offered a Journey Meeting with their learner and Guide. This is an opportunity to receive the Guide’s help in asking questions about your learners’s progress in the studio.

Parents may also schedule a Journey Meeting with the Guide and their child at any time to review progress or address concerns.

All meetings must be scheduled in advance, and Guides may request that parents come with a Journey Review Observation Form complete (see Whole Child Development).



Fun Chat: Which badges are you most excited to work towards? What other learning or skills do you want to master that are not on the Badge Plan?

EXCELLENCE AT ACTON

“How you do anything is how you will do everything” is an unofficial motto of the Navy SEALs.

At Acton Academy, we feel the same way about Excellence. Every Badge is measured through our Standards of Excellence by Guides and Heroes:

Standards	Description	To Ask / Consider
BEST WORK	If this is the first time someone has attempted a task, is it their “best work?”	<p>Do you agree this is their best work?</p> <p>Best work is achieved after multiple drafts- how many drafts have they worked on?</p> <p>How much time was spent on this?</p> <p>Could they improve any areas of this Badge?</p>
BETTER THAN LAST TIME	If this is a task or skill that has been tried before, is this better than last time?	<p>In order to show improvement, you will need BOTH pieces of work.</p> <p>Is their improvement obvious, or did you really have to search for it?</p> <p>Is there a detailed critique comparing their work from last time and showing improvement?</p>
COMPARES TO WORLD CLASS EXAMPLE	How does it compare to a world-class example?	<p>Is there a rubric comparing their work to a world-class example?</p> <p>Would you consider their work to truly be a world-class example?</p>
WINNER OF A CONTEST	Did Heroes select this as a “best of” example in a vote by the Studio, or has it been approved for a public Exhibition?	<p>Have they recorded what contest they won?</p> <p>Are they competing against peers of the same level?</p>

WHOLE CHILD DEVELOPMENT

At Acton, we are focused on the development of the whole child, not only the academics.

A great way to use this chart (and the way your Guide will ask if you request a Journey Meeting) is to rank your child in each area from 1-5, with a 1 representing not at all and a 5 representing at all times.

Be on the lookout for growth in the following skills:

Learning to Be & Learning to Learn

Think, speak, and write clearly	Time management	Goal setting & tracking	Taking responsibility for actions
Define problems without help	Being a friend	Keeping an organized workspace	Being a productive team member
Taking initiative	Powering through the struggle	Following a schedule	Understanding instructions (written & verbal)
Persuading others about your idea	Finding joy	Making peace	Navigating grey area (when something seems unclear)
Keeping promises	Socratic Discussion participation	Project planning	Modeling kindness
Self-motivation	Holding to Studio Contract Guardrails	Creativity	Finding focus
Admitting mistakes	Offering solutions to problems	Meeting deadlines	Asking hard questions
Trying again after failure	Respectfully disagreeing	Working independently	Upholding Guardrails

HOW TO SCORE: GOAL SETTING

SETTING GOALS

At Acton, we continually say, “your actions build your habits.” Within the Studios, we prepare Heroes for their Next Great Adventure by teaching and encouraging the habit of goal setting.

Using SMART goals helps make goals more effective and leads to goal-setting as a deeply embedded habit.



S

SPECIFIC

Is the goal clear so we know exactly what needs to be accomplished?



M

MEASURABLE

Is the goal quantified so that progress can be tracked?



A

ACHIEVABLE

Is it possible for you to achieve this goal given the resources and deadline?



R

RELEVANT

Is this a meaningful goal on your Hero's Journey? In Core Skills, is this on your Badge Plan?



T

TOUGH

Is this goal in your Challenge Zone?

Examples of Goals in each Studio for 1 day:

SPARK

I will:
-work on the 100s chart
-practice writing capital letters

ADVENTURE

I will:
-earn 1% in Khan
-complete 2 Lexia Levels
-finish my Peer Critiques in WWS

NAVIGATION

I will:
-earn 1% in Khan
-complete the Genre Challenge
-Read 10 pages of my Deep Book
-submit my Quest Challenge from yesterday

GOAL SETTING TIPS FOR FAMILIES



1. Habits first. The habit of making responsible choices and developing ownership are far more important than progress. If given space and Growth Mindset praise, Heroes will eventually and naturally add rigor.

2. Time allotted. Each studio has varying time allotted to independent learning. Spark Heroes have 1 hour of intentional work time, Adventure Heroes have around 2.5 hours, and Navigation Heroes have about 4 hours.

3. Parents have a say. As a parent, you make the promise to “trust [your child] with the responsibility for their learning.” Heroic parents not only trust, but also ask challenging questions, encourage heroic choices, and recognize they have the ultimate responsibility over their child. This means parents can incentivize with both rewards and consequences for goals met or missed.

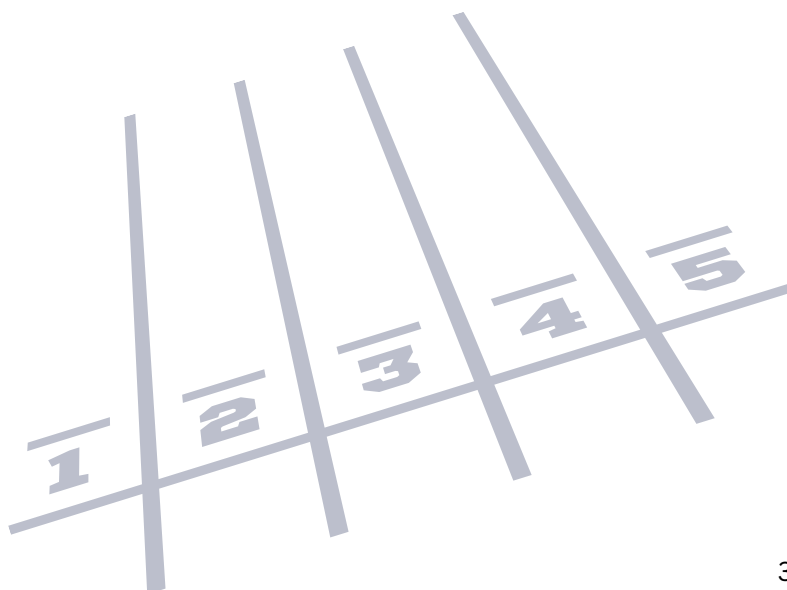
4. Hold a Family Huddle. Our most productive learners continually check-in with their family. This can take many different forms, but one way we have found helpful is a Family Huddle each week before the school-week begins. This helps Heroes focus on their goals, keeps parents engaged and levels-up the accountability.



FAMILY HUDDLE
EXAMPLE

Fun Chat: When is the best time over the weekend to reflect together as a family on the previous week and set goals for the next week?

What can we do to support each other as a family in reaching our goals?



GAME PLAY SYSTEMS

Acton Systems are implemented based on studio needs. **Not all systems may be “in place” in each studio and will vary at times.**

TOWN HALL MEETINGS

Weekly meetings are held where Heroes can propose new ideas for the studio, bring up concerns, and pitch potential solutions. This is a Hero-led meeting that typically occurs weekly.

FUN FRIDAY

Fun Friday is an event created by the Guides to encourage and incentivize Heroes to work towards a skill. In the Spark Studio this may look like not being late to the carpet. In the Hub, Fun Friday may be earned through intentionality and hard-work in Core Skills.

STUDIO MAINTENANCE

Heroes in every studio are required to help maintain their space through daily Studio Maintenance. This encourages responsibility and stewarding their space.

3 BEFORE G

Because Acton Academy is a Hero-led learner environment, Guides do not serve as Teachers. Instead, Heroes learn to teach themselves by developing problem solving skills. When a Hero runs into difficulty they are encouraged to use 3 Before G: 3 Tools, before reaching out to a Guide for help.



Brain: First, exhaust your own knowledge by problem-solving on your own.

Books: What resources do you have available to you that may give you clues or answers?

Buddy: Who is someone that may have expertise in the area you are struggling? Who could help you understand the problem for yourself?

Lastly, if a Hero has diligently exhausted all 3 of these options and is still struggling, Guides serve as mentors who stay Socratic while offering choices that Heroes can use to find success.

WHY DO GUIDES NOT ANSWER QUESTIONS

A foundational principle with the Acton learning model is to provide opportunities for Heroes to learn to collaboratively solve hard problems. Guides never answer questions, nor do they teach in a traditional sense. Instead, they empower learners, ask tough questions, provide tools, and connect learners with one another.

360 FEEDBACK

Many times throughout the year, Heroes provide feedback to their Peers and Guides.

In Spark this is done verbally.

In the Adventure, Navigation, & LP Studios, this is completed in Journey Tracker, using a scale of 1 to 5 with both positive (warm) and asking for areas where growth is needed (cool).

The review measures how the Guides and Heroes are upholding their promises. For learners this includes their work ethic, kindness, and ability to allow others to hold them accountable.

Guides review that the feedback follows Acton guardrails before sharing with the learners, then an overall score is published for the Hero to review.

Your Hero's feedback can be found in Journey Tracker under "360 Surveys."



ADVENTURE
STUDIO
360 REVIEW
EXAMPLE



Reflection Question:

- Are you more nervous or excited to receive feedback from your peers?
- What feedback do you want your fellow travelers to give you at the end of the first Session? What choices do you need to make on Day 1 to receive that feedback?



FREEDOM LEVELS

Each studio at AAA has a clear path for Hero progression. As Heroes build strong habits; like managing their time, honoring the schedule, owning their choices, and finishing what they start, they unlock new freedoms and responsibilities.

Just like in the real world, freedom is earned through hard work, grit, and growth. If a Hero chooses not to move forward on this path, they may be signaling that Acton isn't the right fit for them right now. But for those who lean in and level up, the journey is full of purpose, challenge, and adventure.

At Acton, we have many liberties. We allow people to work at their own pace and motivate themselves. This freedom is defined as freedom to work ahead and to work towards independent goals/passions during specified times — **not**

freedom FROM WORK or freedom to do ANYTHING YOU WANT

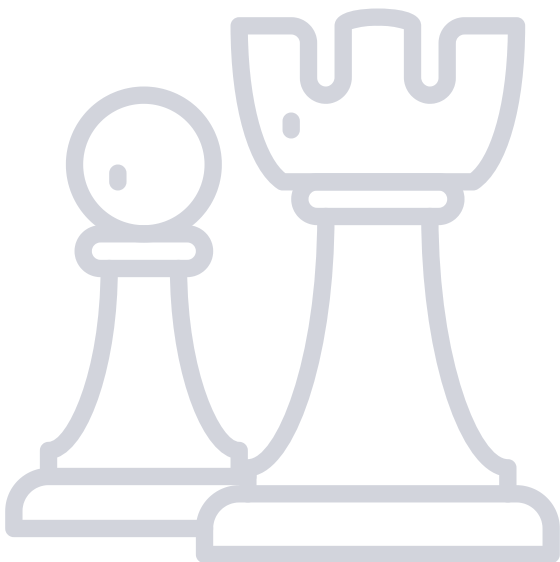
WHENEVER YOU WANT. This implies that you are always working towards a larger goal as part of your Hero's Journey and that you honor the Studio's forward movement as well, which is facilitated by the studio schedule.



ADVENTURE &
NAVIGATION
FREEDOM LEVELS

Fun Chat: We often say in the studios, "With freedom comes responsibility." Do you agree or disagree?

Your child will fail. One thing we promise at AAA is that **your child will fail cheaply and often.** This is built into the system so they can learn from it, improve their processes and grow.



Reflection Question:

- What will be most challenging for you during Work Time?
To be Focused, work Independently, or stay Silent?
- What tools will you need to implement to help yourself? Will you need headphones, a privacy board, a chair band, to lay down and work, or something else?



RESOLVING CONFLICT

It is an important part of the Acton learning model to empower Heroes to resolve their own conflict by:

1. Controlling tempers and words
2. Sharing their feelings
3. Seeing both sides
4. Focusing on a solution vs. victimhood: whining, blaming, or complaining

If your hero has a conflict within the studio, we encourage you to calmly talk through it with them and empower them to use one of their systems below to handle the matter.

SYSTEMS FOR RESOLVING CONFLICT

Peace Table: A Hero or Guide may call a Peace Table with involved parties. This scripted process fosters healthy friendships and communication skills by allowing Heroes to:



PEACE TABLE
SCRIPT

1

Express their feelings
& define the problem

2

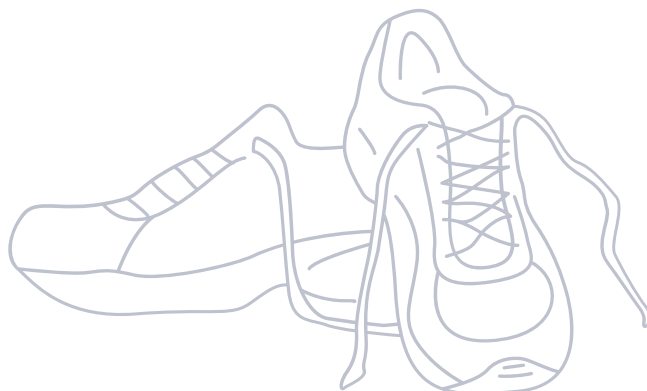
Identify possible
solutions

3

Make a plan to
move forward

Hold Heroes to the Contract: The contract (or agreement) the Heroes create in Session 1 is a list of promises they agree to uphold within the studio. Part of playing the game of Acton is agreeing to and working towards following the contract. **A Hero is not someone who never makes a mistake, but when reminded of their contract promises by Guides and Peers, they choose to reflect and make a different choice.** Heroes can hold up a mirror and remind others of the contract promise they are breaking, such as by saying,

“You promised to ‘Respect Others,’ please stop drawing on my journal.”



OUT OF BOUNDS: FOULS

Guardrails are in place to ensure that Heroes are free to struggle, grow and work in an environment that IS and CAN REMAIN an Acton Academy. All parents and Heroes recognize that **these Guardrails are in place to work within and not boundaries that are intended to be pushed against** by Acton Heroes.

STUDIO GUARDRAILS



OUR STUDIOS ARE KEPT SACRED BY UPHOLDING OUR VALUES:

- Intentional Growth - grow on purpose with a plan
- Kindness- lift others up with empathy and respect
- Responsibility- take accountability for our actions
- Curiosity- wonder, ask and explore with an open mind
- Humility- recognize the value in ourselves and others

Guides can and will hold these lines in order to protect our studios and learners. This may be a simple verbal reminder or, as deemed necessary, a Foul.

FOULS: BEHAVIOR PROHIBITED AT AAA

These actions will result in a Foul administered by the Guides:

1. Refusing to make changes after being held accountable - (this includes the Studio Contract, Acton Rules of the Game, Launch ROEs, and Studio Game Systems)
2. Physical harm to another Eagle
3. Emotional harm to another Eagle
4. Misuse of Electronics (see Electronics)
5. Cheating, plagiarizing, or misreporting of accomplished work
6. Destruction of any property (see AAA Property)
7. Inappropriate actions, hand signals, language, or computer usage
8. Use of drugs, tobacco, alcohol, vaping, or weapons at school (see Medication)
9. Leaving Acton without Guide approval (see Pick-Up)



FOUL SYSTEM



1st FOUL

The Hero is removed from the group until they choose to participate within the community Guardrails.

- A Guide speaks with the hero to ensure he/she understands why the Foul was given. Then works with the Hero to brainstorm specific strategies to prevent a 2nd Foul.
- Head of School notifies parents of the violation.
- Foul Check-In will be emailed to parents and sent home with the Hero. **Foul Check-In must be brought back for the learner to participate in the Studio Schedule.**
- The Hero will present 1-3 strategies to the studio that they will use to help them honor their promises moving forward.
- As a tribe we will celebrate the Hero's willingness to admit mistakes and try again!

2nd FOUL

The Hero is removed from the group until they choose to participate within the community Guardrails.

- Everything from 1st Foul process above.

3rd FOUL

The Hero is sent home. If at the end of the day, the Hero remains home the following day. The Hero will not be allowed to return to the studio without the Foul check-in.

- Everything from Foul process above.
- If the Foul occurs before the end of the day, the Hero will be sent home for the remainder of the day.
- Head of School will schedule a mandatory Conference with parents, Hero, and Guides where a Re-Commitment Contract will be offered. If the Hero is unwilling to agree to a Re-Commitment, they will be asked to remain home and placed on an Exit Contract.
- The studio will celebrate the Hero's return and willingness to learn from failures!

Foul #4-6 will follow the same pattern as above

If a Hero receives 9 Fouls within an academic year, they are choosing to leave the community. Based on the Hero's effort to grow and learn, this may be decided earlier.

A Hero is someone who makes mistakes and tries again. Just like the soccer scenario, a foul represents a Hero making a choice to step outside of the Guardrails, or boundaries, of how the game is played. The Hero then has a choice to rise up, admit their failures, learn from their mistakes, and try again!

To fulfill our promise of intentional growth, **when a learner receives a Foul, they will be required to complete a Foul Check-In at home.**

This provides an opportunity for the Hero to reflect on his/her mistakes and make a plan for growth with the help of family, peers, and Guides.



FOUL
CHECK-IN

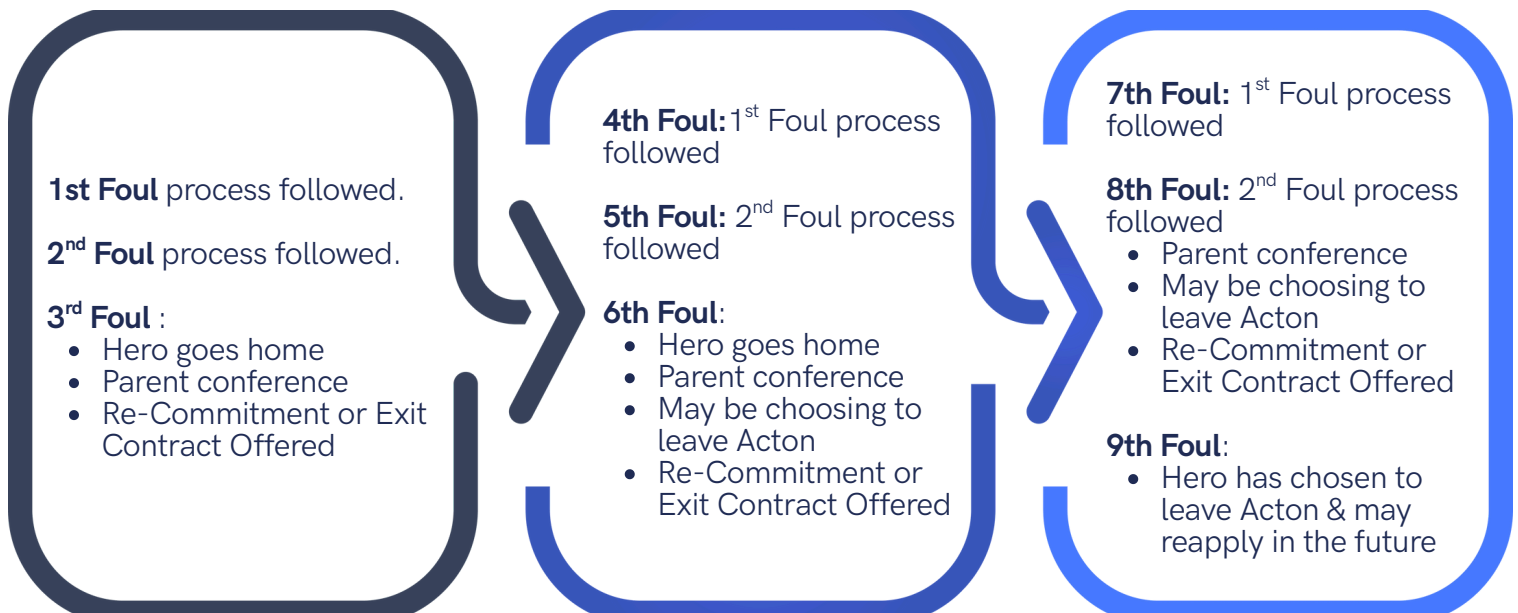
FOULS

Fouls are tallied over the **academic year** and reset at the beginning of a new academic year. Generally, if a Hero receives 9 fouls within an academic year, they are electing to leave the community. This will be handled according to the Head of School's discretion.

A Hero who requires constant redirection and continually dismisses their Studio Contract has chosen to not be successful within the Acton Academy learning model. Acton Academy Amarillo has the right to exit a Hero immediately from the school if a behavior is deemed extreme without reaching their 9th Foul.

FOUL TIMELINE

Pre-Foul (optional)



RE-COMMITMENT CONTRACT

When 3 Fouls occur, parents, the Hero, Head of School, and Guide will be invited to a mandatory conference where a Re-Commitment Contract will be agreed to. A Re-Commitment Contract is a clear and specific agreement outlining what must change, how we'll measure it, and what the consequences will be.

This contract is a final chance to restore trust and alignment with the Studio's values. Heroes who adhere to the Contract will be celebrated for their growth! Failure to comply to the Re-Commitment Contract will result in choosing to leave the community.

In rare cases, if a Hero's actions are dangerous or deeply harmful, Acton reserves the right to immediately remove a Hero or family from the school.



EXIT CONTRACT

An Exit Contract may be offered when:

- A Hero has chosen to break AAA's Guardrails various times without intentional growth (receiving Fouls).
- Following the Foul Process will not meet the seriousness of the situation quickly enough.
- A Hero is showing up as an "agreeable taker" who outwardly appears (or claims to) follow the rules, or act politely but poison the culture with hidden or passive-aggressive acts of sabotage or defiance.

LEADERSHIP CONTRACT

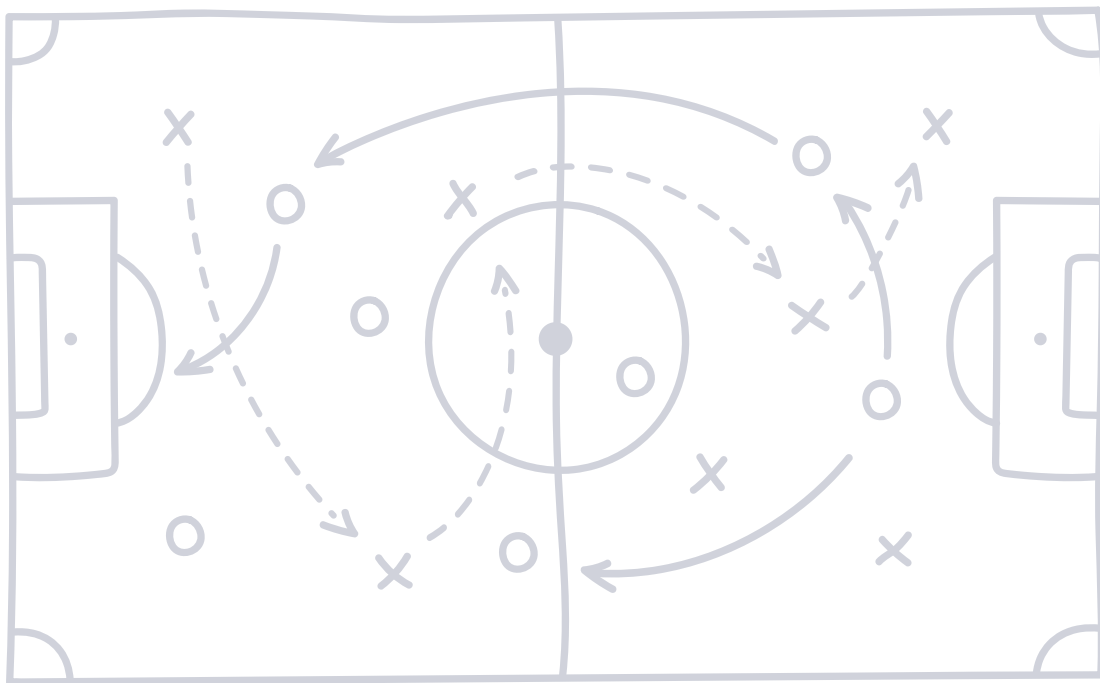
Leadership Contracts may be created for a Hero who needs focused support to grow as a leader. This could be due to leading in a direction that opposes the Studio culture or because a hero needs to focus on a specific leadership skill.

A contract may be offered when a Hero:

- Undermines the Studio culture with their words or actions
- Avoids leadership or takes over responsibilities that belong to someone else
- Distracts from meaningful work or encourages others to disengage

Heroes on a Leadership Contract receive extra support and accountability from their committees, Guides, and parents.

- Leadership Contracts focus on a commitment made by the Hero with actions to take, and positive or negative consequences for actions taken or not taken, on a daily or weekly basis.
- The contract will be reviewed at the end of the Session to celebrate growth or decide next steps. If progress isn't made, the Hero may move into a Re-Commitment or Exit Contract.



SUPPORT SYSTEM: HOME



YOUR ROLE AS A PARENT ON THE HERO'S JOURNEY

One of the greatest gifts in the Acton model is the chance for Heroes to learn self-governance, problem-solving, discipline, and perseverance, skills that matter far beyond the studio.

As a parent of an Acton Hero, you are an essential part of this journey! We encourage you to use the Socratic Method at home, asking questions instead of giving answers, to help your child reflect, take ownership, and grow.

If your Hero is choosing not to work or makes decisions that could lead to a Foul, we encourage you to allow natural consequences to unfold. This reinforces their responsibility and helps them build the resilience and maturity needed to navigate life's challenges with confidence.

Some parents have found it helpful to tie privileges at home to hard work at school.



Take a look at this LaunchPad Hero share what he wishes every Acton parent knew.
"Why You Must Let Young People Fail."

EMPOWERING NOT RESCUING

At Acton, we deeply respect your role as a parent, and we also believe in each Hero's journey toward self-governance and responsibility.

When parents step in to fix problems, complete work, or soften natural consequences, it can unintentionally take away a powerful learning moment.

If your Hero faces a challenge in the studio, coach them to solve it themselves.

Without practice, they won't build the confidence, courage, and resilience they'll need in the real world.

Often Guides will not hear about a challenge in the studio at the same time as a parent, when a safety concern or Foul is possible, please be sure Guides are aware.

MODEL THE POWER OF FAILURE

At Acton, we believe failure is a teacher, not something to avoid. It's how Heroes grow stronger, wiser, and more resilient.

As parents, the most powerful way to guide our children is by modeling the mindset we hope they adopt. When we face challenges with courage, own our mistakes, make amends, and keep going, our children learn to do the same.

Reflection Question:

Share with your child a time that failure resulted in a great lesson for you!



“...stop thinking of yourself as the manager of kids’ education, and start seeing yourself as their consultant: someone who gives advice, shares expertise, and provides resources while remaining fundamentally detached from the specific outcomes of this process.” —Blake Boles

COMMUNICATION

We use Slack as a communication app for parents & Guides. Here is where Guides will post Studio information, glimpses into Studio-life, and important information for your child. **If your child will be absent, please message your Guide on Slack!**

Please understand that Guides will not be able to talk with you during morning drop-off, during school, or at pick-up times.

If you have questions that are non-emergency related, you may contact us at: hello@amarilloacton.com.

For emergencies only, you may text Ashley at (806) 206-2149.

In case of an emergency at school, you will receive a message in Slack from the Guides.

Be prepared: Guides are Socratic, so rather than answering your questions, you may be asked questions back or referred to resources. We challenge our parents to also utilize 3BeforeG by reaching out to fellow parents, asking your learner, or using the following resources:

WHEN TO CONTACT A GUIDE

- Your Hero will be absent
- Early Pickup
- Schedule a Journey Meeting
- Arrange a Studio Observation
- Emergencies

RESOURCES

1

THIS
PLAYBOOK

2



AAA PARENT
RESOURCES
<https://www.amarilloacton.com/resources>

3



YOUR LEARNER'S
JOURNEY TRACKER
journey.actonacademy.org

STUDIO OBSERVATION

We welcome parents to visit and observe the Studio experience to gain further understanding of the learning journey. The Studio, however, is a very special environment for the Heroes, and we want to protect their personal space and privacy. The following guidelines will help ensure that the Studio experience does not become diluted by interruptions:

- Submit a request at least 24 hours in advance (Please note that parent visits will not be offered during Session 1).
- Include the time of your arrival and expected length of stay.
- Please inform your child that you will be visiting to observe and that you will just be watching the group at work.
- During your observation time, you may quietly greet your child, and then find a comfortable place to sit. Enjoy taking it all in! Please do not initiate interactions with your child, the Guide, or other Heroes. If a Hero initiates with you, it is fine to interact.
- Parent visitors are asked to abide by the Socratic Method, never providing answers to their child or other Heroes.
- When you are leaving, please say a quiet good-bye and make a quick departure.

SURVEYS

As part of our commitment to families, each family will receive feedback surveys. Your responses will be kept anonymous. We ask that you guide your child to provide helpful input rather than anything personal about another Hero. The summary of these surveys will be shared with Acton families and Guides periodically. By sharing the results, we uphold our shared value of transparency and accountability to you. The survey is a place for constructive input and suggestions for how AAA can better serve your family. Survey access will be sent in Slack.

Survey FAQ

1. Participating in the survey is not required, but greatly appreciated!
2. To remain affiliated with Acton Academy, we must have a yearly average of 4.5 or higher.
3. We ask that you include your child in the survey process.
4. Venting or nonspecific reviews do not add value to the survey process.

BEHAVIOR EXPECTATIONS FOR ADULTS

While on campus or interacting with members of the Acton Amarillo community, all adults are expected to adhere to AAA's values of responsibility and kindness.

Just like our Heroes, parents are asked to communicate respectfully and calmly.

This includes refraining from:

- victimhood mentality of accusing or blaming other learners/families
- speaking ill of another member of our community
- accusatory communication with Guides or owners

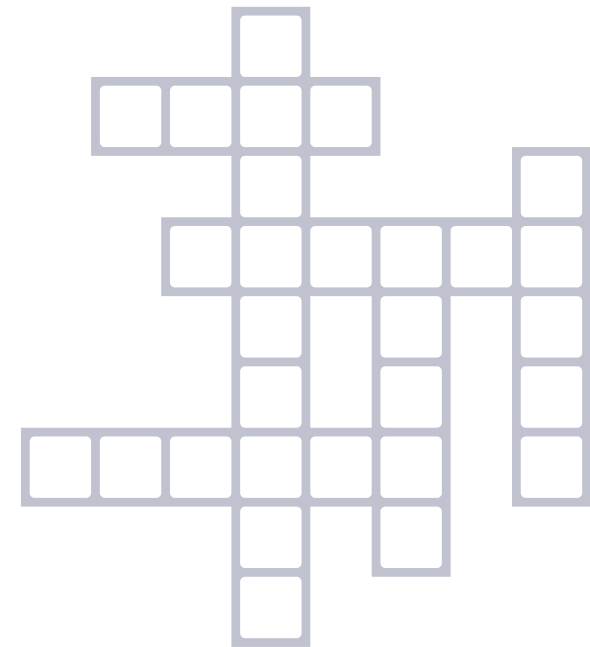
No yelling, cursing, or harassment will be tolerated.



If adults engage in inappropriate behavior, they will be:

- Informed that their behavior is inappropriate.
- Requested to stop.
- Requested to leave school premises if necessary.

If inappropriate behavior continues, the school reserves the right to prohibit visits to the campus, give a Re-Commitment Contract to the parent, and/or reconsider the enrollment of their child(ren) in the school.



YOUR ACTON JOURNEY

The life of an Acton parent is not always easy, as we are committed to let struggle help our children to grow and become independent and confident learners. As such, AAA has a deep core belief that parents need to also be diligent in being on their own journey. While this can take on many forms, we strongly encourage that you continue to read and study the Acton suggested books as part of your growth. The more you learn about why we chose Acton Academy and why our systems work, the more meaningful this journey will be for you. You will be better able to notice the "small" victories and feel confident in your Hero's (and your own!) ability to find a calling and change the world!

FORMING A TEAM: PARENT CONNECTIONS

FAMILY SOCIALIZATION

Feel free to socialize! We want our parents to be highly involved in creating a positive community of family support and friendship. As a small school we will offer occasional gatherings, but would love for our families to contribute in planning their own activities/gatherings and reaching out to the AAA Community for comradery. Acton's Slack is a great way to get the word out about Parent/Family events.

PARENT LAUNCH OBSERVATIONS

Throughout the year, we will welcome parents into the studio to observe a launch. Parents may choose which Studio launch you would like to observe- SPARK or Adventure/Navigation. The launch starts at exactly 8:30 am and parents are asked to respect the Heroes by being on time.

PARENT POWER HOUR

6 times throughout the year, we will host a Parent Power Hour.

We will share the topic the week before on Slack.

These are designed to equip parents with the logistics in their Hero's Studio. Such as focusing on how Excellence Committee works, breaking down the steps in Writer's Workshop and Genre, or seeing how a learner works through Waseca.

These will be less than an hour and based on the needs of our parents.

If you have an area in the Studio you would like to see a Power Hour for, please reach out to Hannah at hannah@amarilloacton.com.



All dates for Parent Connections can be found on the Parent Connect Calendar.



WINNING THE GAME



What is the point in providing your child with a world-class education if you do not come out of it with stronger bonds and solid relationships?

To win the Game of Acton is to truly grow as an individual and a family.

How?

- Be on your OWN journey! Your privilege is to enjoy growing next to your child! Have a project. Share your excitement with your child - they will follow your lead.
- See the genius & the hero. We define heroes as: Someone who gets up every time they fall. This truly heroic approach to life is absolutely enough to change the world for good.
- Be intentional in your growth as a family.

The Result: Peace in knowing that your child (like you!) is working to do the best they can with the knowledge they have.

You have a clearer picture of their divine, unlimited potential, and you can readily trust them.

Your family grows....and grows together.

Reflection Question:

When was a time that you were tempted to give in to frustration because your child wasn't thinking like an adult?

What can you do in those moments to cheer them on with love and to foster meaningful connection?



"ACTON" CHOICE WORDS

In a learner-driven Studio at Acton Academy, words matter enough to be used precisely. Since a Studio is nothing like a traditional classroom, we do not use the terms of traditional educators.

ACTON ACADEMY	TRADITIONAL EDUCATION	THE DIFFERENCE
Heroes, Learners, Fellow Travelers	Kids, Kiddos, Students	Individuals in community on an important mission vs. terms that signify a lower status.
Learn to Learn, Learn to Do, Learn to Be	Learn to Know	Learning for the real world vs. the sake of academic knowledge.
Studio	Classroom	Artists and learners create in studios. In a classroom, the goal is to memorize and regurgitate.
Socratic Discussions & Quests	Lectures, Textbooks, & Standardized Tests	Asking the right questions & taking action vs. regurgitating answers.
Inspire, Equip, & Connect	Train	Individuals are inspired, equipped, & connected for adventure vs. trained.
Learn	Educate	Learning is a choice.
Launches, Challenges, Examples, Rubrics, Recipes, & Rewards	Curriculum	Challenging games with real world consequences vs. academic assignments.

Badges, 360 Peer Reviews, Exhibitions	Grades, Report Cards, and Transcripts	Real world feedback and mastery vs. arbitrary academic standards.
Journey Meetings	Parent-Teacher Conferences	Learners describe their progress and lessons learned vs. adults sharing their progress.
Contracts & Covenants	Rules	All members of the community have the freedom to make choices.
Socratic Guide	Teacher	Guides who ask questions & propose challenges vs. adults with arbitrary power.
Apprenticeships & a Next Great Adventure	College Applications	Preparing for a meaningful life, where college may or may not be a tool vs. high school as college-prep.

“The goal of schools shouldn’t be to manufacture “productive citizens” to fill some corporate cubicle; it should be to inspire each child to find a “calling” that will change the world.”

– Clark Aldrich, Unschooling Rules