

INSTRUCTIONAL PROGRAM OF THE SCHOOL AND FOR MEASURING THE LEVEL OF PARENTAL INVOLVEMENT THROUGH MEANINGFUL INDICATORS;

(16) INCLUDE MEASURABLE OUTCOMES AND TIME LINES FOR THE IMPLEMENTATION AND EVALUATION OF THE REFORMS MADE IN ACCORDANCE WITH THE MASTER PLAN AND THE REPORTING OF THIS INFORMATION TO THE GOVERNOR, THE MAYOR OF BALTIMORE CITY, AND, IN ACCORDANCE WITH § 2-1246 OF THE STATE GOVERNMENT ARTICLE, THE GENERAL ASSEMBLY;

(17) IMPROVE THE STATUS OF SCHOOLS THAT ARE SUBJECT TO A STATE RECONSTITUTION NOTICE;

(18) DEVELOP AN EFFECTIVE SYSTEM OF TEACHER INPUT REGARDING IMPLEMENTATION OF SCHOOL REFORM INITIATIVES, CURRICULUM, INSTRUCTION, AND PROFESSIONAL DEVELOPMENT THAT INCLUDES ACTIVE AND ONGOING CONSULTATION WITH CLASSROOM TEACHERS AT THE ELEMENTARY, MIDDLE, AND HIGH SCHOOL LEVELS; AND

(19) INSTITUTE A FORMAL PROCEDURE BY WHICH THE DIRECTORS OF EACH OF THE SCHOOL SYSTEM'S MENTORING PROGRAMS, INCLUDING REACT, BLUM, AND PEER MENTORING, WILL PROVIDE ~~AT A MINIMUM, QUARTERLY ORAL SEMI-ANNUAL~~ REPORTS TO THE BOARD AND SENIOR MANAGEMENT CONCERNING THE PERSPECTIVES OF CLASSROOM TEACHERS THE MENTORING PROGRAM PROGRAMS.

4-309.1.

THE DEPARTMENT, IN CONSULTATION WITH THE BALTIMORE CITY PUBLIC SCHOOL SYSTEM, SHALL DESIGN A PRINCIPAL DEVELOPMENT INITIATIVE THAT WILL MATCH DISTINGUISHED PRINCIPALS FROM OUTSIDE THE SYSTEM AND ACTION SUPPORT TEAMS WITH PRINCIPALS IN TRAINING IN THE BALTIMORE CITY PUBLIC SCHOOL SYSTEM.

4-316.

(a) Notwithstanding any provision of local law and subject to the applicable provisions of this article, the [New] Baltimore City Board of School Commissioners may:

- (1) Examine, appoint, and remove teachers;
- (2) Set teacher qualifications;
- (3) Set teacher salaries; and

(4) Select textbooks for the public schools in Baltimore City, except that the textbooks may not contain anything of a sectarian or partisan character.

(b) (1) The [New] Baltimore City Board of School Commissioners shall report annually to the State Board on the condition of the schools under its jurisdiction.