

## MISSION

The mission of Venture Academy is to build entrepreneurs by developing the independence, scholarship, and leadership of young people.

## VISION

Venture Academy is for every young person to become an entrepreneurial leader who improves the world around them.

## VALUES

- Trailblazers **cultivate** their unique abilities to change the world.
- Trailblazers **direct** their own learning through active discovery.
- Trailblazers **learn** in a caring, joyful, and interdependent community.
- Trailblazers **create** products that exhibit mastery across disciplines.
- Trailblazers **demand** excellence.

## VENTURE ACADEMY

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## CEEB SCHOOL CODE

240013

## HEAD OF SCHOOL

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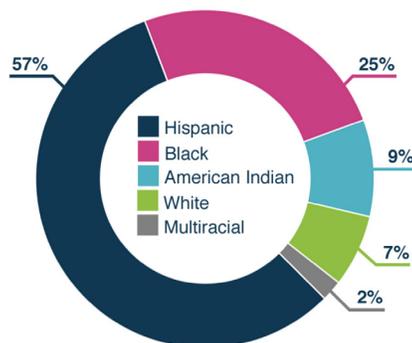
## BACKGROUND

At Venture we believe that inspiring passionate, purposeful innovators, entrepreneurs, makers and other leaders is not only an aspirational goal after graduation. While at Venture, students and staff engage in the passionate, deep practice of innovative, entrepreneurial leadership by taking charge of their learning and taking responsibility for improvement. Blending the best digital content and tools, time-tested classical approaches and hands-on project and discovery learning, Venture cultivates the knowledge, skills, mindsets, and experiences of creative, 21st-century innovators, entrepreneurs, makers, and leaders. Collaborative, project-based learning that emphasizes entrepreneurial leadership equips students with the communication, collaboration, and critical thinking skills essential to success in 21st century colleges and careers. Venture's educators and students seek constant improvement by tracking learning progress and adapting programs, methods, and tools with the support of personalized digital learning plans, data dashboards and real-time feedback. Students, educators, and leaders are always encouraged to try new approaches, take risks, admit mistakes, and share lessons. Failing fast is essential to learning.

## STUDENT BODY

- Venture Academy Grades 6-12: 380
- High School Enrollment: 236
- Free and Reduced Lunch: 95%
- Special Education: 24%
- English Language Learners: 27%
- Class of 2020 Enrollment: 50

## DEMOGRAPHICS



## GRADING SCALE

Venture grades on a numeric scale aligned with college letter grading systems. Refer to the chart below for each number grade, letter grade, and corresponding grade point values. Any grade of 69 or below is considered a failing grade, receives an F on the transcript, and no academic credit. However, grades of 65-69 do receive grade point average value, as indicated below. In calculating weighted grade point averages, we award one additional point for Advanced Placement classes. Pass/Fail grades are not factored into grade point averages.

Score	Points	College Equivalent	Score	Points	College Equivalent
93-100	4.000	A	77-79	2.333	C
90-92	3.667	A-	73-76	2.000	C
87-89	3.333	B+	70-72	1.667	C-
83-86	3.000	B	67-69	1.333	F*
80-82	2.667	B-	65-66	1.000	F*
			0-64	0.000	F*

\*While grades of F (below 70) do not receive graduation credit, we do award GPA points for grades at 65 and above in order to give our students the equivalent GPA points for a grade of D or D-.

## CURRICULAR GRADUATION REQUIREMENTS

To receive a Venture Academy diploma, students in the Class of 2020 must successfully complete a minimum of 22.5 credits consisting of the courses below, as well as completion of Minnesota Comprehensive Assessments in Writing, Math, and Science. Starting in school year 19-20 students at Venture receive 0.5 credit on the trimester. Year-long classes require earning 1.5 credits. The year-long grade is a result of averaging the grades received at each trimester. A passing grade for the year must average above a 70%.

SUBJECT	CREDIT YEARS
English	4.5
Math	4.5
Social Studies	3.5
Science*	3.0
Art	1.0
Career Readiness	1.0
Electives	5.0

\* Science must include Biology and either Physics or Chemistry

## NON-CURRICULAR GRADUATION REQUIREMENTS

Students must complete any three of the following non-curricular requirements:

- 50 hours of community service
- An approved summer program related to academics, college, leadership, fine arts, etc.\*
- Internship
- Summer or part-time job\*
- Summer school\*\*

\* Students cannot attend the same program or job more than once and have it count as more than one program.

\*\*Students may only use summer school as one of their three non-curricular requirements.



## CURRICULUM

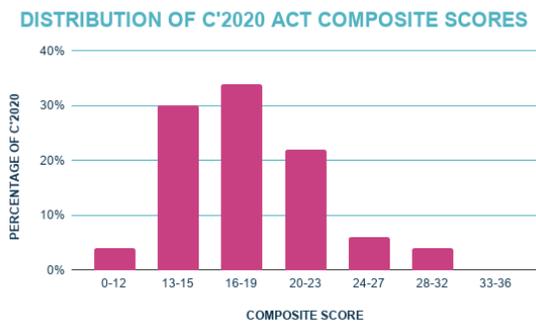
Venture is focused on accelerating student learning growth through effective, rigorous and personalized teaching and learning. We are the first middle-high school in the Twin Cities with a daily emphasis on self-paced, personalized learning, and the first with a focus on building entrepreneurship and career-readiness skills. We offer a program that features innovative teaching methods to address student learning needs.

Our mission is to build entrepreneurs by developing the independence, scholarship and leadership of young people. With this goal in mind students take part in numerous real world learning opportunities including internships, shadow days, guest lectures, work skills classes, and entrepreneurial education and competition. We believe that school and real life cannot and should not be separated. As part of our goal of real world learning, Venture Academy has an unpaid internship program. We place our students in community businesses and organizations for ten week internships (one day per week). Our internship program gives students real world learning experiences, broadens their network, and engages them in their community.

## COLLEGE ADMISSIONS TESTING

Under state law, all students in 11th or 12th grade must take a nationally normed college entrance exam. At Venture students take the ACT in the spring of their Junior year and are encouraged to test again in the fall of their Senior year.

- Percentage of seniors taking the ACT: 96%
- Average ACT composite score: 17



## EXTRACURRICULAR ACTIVITIES

Since Venture High's inception in 2016 many clubs and organizations on campus have been conceived and founded by students with support from staff. Students are strongly encouraged to become involved in offerings such as:

### CLUBS

- |                            |                               |
|----------------------------|-------------------------------|
| Art Club                   | Gaming Club                   |
| Beyond Walls: Urban Squash | Gender and Sexuality Alliance |
| Twin Cities                | Girl's Leadership Group       |
| Cooking Club               | Hip Hop Dance Club            |
| Chess Club                 | Improv Group                  |
| Craft Club                 | Intramural Sports             |
| Debate Team                | Music Recording Club          |
| Dungeons and Dragons       | Soccer Club                   |
| Film Club                  | Tennis Club                   |
| Fitness Club               | Youth in Action               |

### JV/VARSITY SPORTS

- Boys basketball
- Girls basketball
- Co-ed Soccer
- Baseball

## CONCENTRATIONS

### ENRICHMENT

Enrichment at Venture High is intended to give students multiple mediums through which they can pursue their passions. Rather than focusing on content specific courses, we offer skill-based courses that focus on giving students access to makerspace, woodshop, art, and music tools. Students can use their newly found skills to continue driving their own interests and education.

- Beginner Spanish
- Changemaker Seminar
- Design
- Entrepreneurship
- Heritage Spanish
- Makerspace
- Model UN
- Music Production
- Theater Performance
- Youth in Government

### ADVANCED PLACEMENT & POST SECONDARY ENROLLMENT OPPORTUNITIES

Venture offered its first Advanced Placement course in the 2017-2018 school year. Between their freshman and senior years, we offer our students the following AP Courses:

- AP Statistics
- AP Studio Art: 2-D Design
- AP Studio Art: Drawing
- AP World History
- AP Computer Science A

Venture students that meet the college PSEO admission requirements have the opportunity to enroll in college courses beginning in their Junior year. Venture has students receiving college credit at the following institutions

- Saint Paul College
- Minneapolis College
- The University of Minnesota: Twin Cities