

# Colorado League of Charter Schools New Schools Development Program

## Charter Application Review Process

- Would you like to receive constructive feedback on your charter application prior to submitting it to your school district or authorizer?
- Would you value input on the strengths and weaknesses of your application?
- Is your proposed school adequately focused on *quality*? Have you developed the means to ensure successful implementation of your plan?

The League offers a **charter application review process** as part of its New Schools Development Program. A team of reviewers will carefully read each section of your application and provide constructive feedback on the quality of your application as measured against the Standards for **Quality Standards for Developing Charter Schools**.

All charter school applicants are strongly encouraged to use the **Quality Standards for Developing Charter Schools** to guide the development of their school and the writing of their application. A copy of these standards can be obtained through the League or on the League's website.

In order to participate in the Charter Application Review process, **a high-quality, completed draft of your application should be emailed to the League at least two months prior to the district or authorizer's deadline** for application submission. A near final draft of the school's proposed budget (in Microsoft Excel) should also be included.

Application review participants will receive a report from a review team, and may then use that feedback to revise their application, resubmit the revised proposal for a second read-through and a final round of suggested revisions, and use that information in any final application revisions prior to submission to their authorizer.

For more information or to participate in the Charter Application Review process, please contact:

**Kathy Zlomke**  
Program Manager for  
New School Development and Replication  
kzломke@coloradoleague.org  
303-989-5356 x104



COLORADO LEAGUE of  
CHARTER SCHOOLS  
*focus on achievement*