

E-SPLOST VI Proposed Projects

Costs Estimates Included \$135,000,000

School Safety and Security: \$5,000,000

- Security camera upgrades/expansions, expand key card access (interior; general use areas), add buzz in door options at front desks.
- Replace selected AEDs District wide.
- Security vehicles upgrades through the district fleet rolldown process.
- Open Gate purchases for all site locations.

Teaching and Learning: \$10,000,000

- Instructional supplies (i.e., books).
- Specialty/Choice Programs.
- Equipment upgrades: band instruments, string instruments, miscellaneous art programs, replace select high schools band uniforms, sports equipment/uniforms.

Technology: \$40,000,000

- Learning Reimagined (One-to-One Program), Student Laptops (Grades 2-12), Student iPads (Grades PK-1), Teacher Laptops, Staff Laptops.
- Infrastructure improvements, School Modernization, Classroom Modernization, Network Modernization, Administration Computers.

Facilities: \$80,000,000

- <u>Local Facilities Plan</u> Improvements/modifications/renovations (i.e., roof replacements, LED upgrades, HVAC equipment upgrades and controls, maintain 7-year paint schedule; (15 schools), new ceilings, paving, curbing, gutters, and striping, Fire alarm systems / controls, HVAC, and power controls.
- Additions and renovations (architect list of possible options/sites).
- Buses/white fleet purchases (40 buses / 16 support vehicles).
- Safety and security facilities improvements (i.e., fencing, safe rooms, enhanced entry ways).
- Stadium field and facility upgrades/refurbishing; add jumbo electronic sports screens.
- School athletic improvements (scoreboard improvements, protective equipment, track refreshing, gym basketball goals improved, baseball field refreshing; consider relocation of HHS softball field, and upgrade of HHS gym.
- Fleet Maintenance: Refurbish four lifts, add service bay and lifts, add above ground fuel tank.
- Potential land purchases.
- Film pathway (renovation of a gym or purchase an industrial location) support for the entertainment training industry.