Policy #: 538.1

SCHOOL DISTRICT OF WEBSTER

Date Adopted: December 17, 2018

Date Revised:

Policy Title: Professional Staff Lifetime Licensure Requirements

The School Board of Webster School District is required by Wisconsin Administrative Code to certify to the state superintendent that an applicant for a Tier III Lifetime License has successfully completed the service required underneath the Wisconsin Administrative Code for the issuance of a Tier III Lifetime License. The School Board shall base its decision upon the Administration's recommendation and verification of the following:

- 1. The applicant for a Tier III Lifetime License holds or has held a valid Tier II license; and
- The applicant completed at least 6 semesters of experience in the license area of the tier II license. The 6 semesters of experience shall be in one or more Wisconsin public schools within the 5 years immediately preceding the effective date of the license being applied for; and
- 3. The applicant successfully completed the service under number 2 above. In determining whether the applicant successfully completed the service required, the administration shall consider:
 - a. Whether the applicant was non-renewed from the District for performance based reasons or was non-renewed from one or more Wisconsin public schools within the 5 years immediately preceding the effective date of the license issued for performance based reasons; and/or
 - b. Whether the applicant is on a plan of improvement in the District for performance based reasons at the time of the application for Tier III license or was on a plan of improvement in the District (or in another Wisconsin public school) during one of the preceding six semesters within the 5 years immediately preceding the effective date of the license being applied for.
- 4. The administration shall provide a written explanation to the School Board if he/she believes that the applicant did or did not "successfully complete the service" required underneath Wisconsin Administrative Code.