

BRAD LITTLE
GOVERNOR

Wendi Secrist
Executive Director



Deni Hoehne
Chair

WORKFORCE DEVELOPMENT COUNCIL

317 W Main Street, Boise, Idaho 83735-0510

Date: Thursday, December 16, 2021
Time: 9:00 a.m. – 1:30 p.m. Mountain
Location: Zoom

WORKFORCE DEVELOPMENT COUNCIL AGENDA

*Action Required

9:00 – 9:15 am	Welcome	Deni Hoehne, Chair
	<ul style="list-style-type: none">• Roll Call• *Review/Approve Agenda• *Approve Minutes from October 13, 2021 Meeting	
9:15 – 9:30 am	Idaho Job Corps Update	Dr. Tina Polishchuk, Idaho Department of Labor
9:30 – 10:00 am	*WIOA Out-of-School Youth Special Project Request	Brandy Witt, Supervisor, Idaho Department of Labor
10:00 – 10:30 am	Breakout Groups – Getting to Know the Workforce System Partners	Facilitated by: Jani Revier, Idaho Department of Labor Tom Kealey, Idaho Commerce Jane Donnellan, Vocational Rehabilitation Linda Clark, State Board of Education Marilyn Whitney, State Department of Ed Clay Long, Idaho Career Technical Ed Joe Maloney, AFL-CIO
10:30 – 11:00 am	Committee Updates/Recommendations Policy Committee:	
	<ul style="list-style-type: none">• *Workforce Development Training Fund – Employer Grant Policy• *2022 Partner Legislative Priorities	Deni Hoehne Caty Solace

11:00 – 11:15 am	Workforce Development Training Fund Projections *Idaho Launch Allocation	Wendi Secrist
11:15 – 11:30 am	Break	
11:30 – 12:15 pm	Outreach Project Updates <ul style="list-style-type: none"> • Idaho Technology Council – Next Steps Connections • Idaho Public Television – Career Exploration Videos • State Department of Education – Career Advisor Professional Development 	Caty Solace
12:30 – 1:15 pm	Executive Director’s Report <ul style="list-style-type: none"> • Budget Update • *Good Jobs Challenge Chair’s Report	Wendi Secrist Deni Hoehne
1:15 – 1:30 pm	Closing	Deni Hoehne

Reasonable Accommodations for Persons with Disabilities: Please send requests three days prior to the meeting to Paige Nielebeck, Idaho Workforce Development Council, 208-488-7560, or paige.nielebeck@wdc.idaho.gov.