SUMMARY: The District of Columbia Public Charter School Board (DC PCSB) announces an opportunity for the public to submit comment on a request by Girls Global Academy Public Charter School (Girls Global Academy PCS) to locate its facility at 733 8th St. NW in Ward 2.

Girls Global Academy PCS received conditional approval on May 20, 2019 to establish a new public charter school. This approval is contingent on the school satisfying all of the Board's conditions, which include securing a fully executed lease or title agreement for a facility. Pending its full charter approval, the school will begin operation in school year 2020-21, enrolling up to 90 students in grade 9. At capacity, it will serve a total of 450 students in grades 9 through 12.

DATES:

- Comments must be submitted on or before Monday, April 20.
- The public hearing will be held on Monday, April 20 at 6:30 p.m. For location, please check www.dcpcsb.org.
- The vote for full charter approval, including facility, is tentatively scheduled for Monday, June 22 at 6:30 p.m. For location, please check www.dcpcsb.org.

ADDRESSES: You may submit comments, identified by “Girls Global Academy PCS – Notice of Public Hearing,” by any of the following methods:

1. Submit a written comment via:
   (a) E-mail*: public.comment@dcpcsb.org
   (b) Postal mail*: Attn: Public Comment, DC Public Charter School Board, 3333 14th St. NW, Suite 210, Washington, DC 20010
   (c) Hand Delivery/Courier*: Same as postal address above

2. Sign up to testify in-person at the public hearing on April 20 by emailing a request to public.comment@dcpcsb.org by no later than 4 p.m. on Thursday, April 16.

*Please select only one of the actions listed above.

FOR FURTHER INFORMATION CONTACT: Hannah Cousino; Manager, Equity, Audits, and Support; at (202) 328-2673 or hcousino@dcpcsb.org.

DC PCSB reserves the right, but shall have no obligation, to review, pre-screen, filter, redact, refuse or remove any or all of your submission that it may deem to be inappropriate for publication, such as obscene language.