

Decision Schedule



Cabinet Member for Education & Young People

TO ALL MEMBERS OF NEWPORT CITY COUNCIL

Decision Schedule published on 9 March 2017

The Cabinet Member took the following decision on 9 March 2017. It will take immediate effect, the reason for this decision being the short turnaround required to establish a new school in time for September 2017.

The decision is not subject to the "Call in" Process.

In accordance with Standing Order 24 – Urgent Matters, this matter will be forwarded to the Audit Committee.

Reports relating to staffing issues/Confidential reports are not circulated to all members of the Council as part of the consultation/call-in processes.

EYP 08/16

New Primary School (Jubilee Park) – Final Determination

Options considered/Reasons for Decision

This referred to the final determination on the school re-organisation proposal to establish a new school. As a direct result of the tight timescales which stemmed from the original delays in the process, it was considered that there was an appropriate justification for the urgency of this decision.

The full statutory consultation process had concluded on the proposal "to establish a new Primary School with effect from September 2017".

The statutory consultation passed through the statutory notice stage without objection and a final decision could be taken by the Cabinet Member for Education & Young People.

Decision

To take the decision urgently to establish a new Primary School with effect from September 2017.

This decision was so urgent that it could not go through the Council's agreed consultation process and must be implemented immediately and therefore not be subject to the Council's call in procedures for the reasons set out under the reasons for this decision above.

Consultation

Monitoring Officer, Head of Finance, Head of People and Business Change.

Implemented by: Chief Education Officer

Implementation Timetable: Immediate

COUNCILLOR G GILES, CABINET MEMBER FOR EDUCATION & YOUNG PEOPLE

Date: 9 March 2017
