Children and Young People's Overview and Scrutiny Panel Work Programme 2012/13

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Topics	J	J	Α	3	0	N	D	J	F	M	A	М
Commissioning, Policy and Performance												
Performance and Budget												
- Delivering growth												
- Raising Aspiration - Reducing Inequalities												
- Value for Communities												
Joint Commissioning (transition												
to adulthood)												
Education, Learning and Family Support												
Hospital School/ACE Provision												
Trospital School// CE Trovision						•						
School Transport (under								31				
regular review)												
Commission on School				20								
Libraries												
Primary School Attainment						I						
Work Experience												
Free Schools/Academies Report						I						
SEN Strategy/Funding				20								
Buy Back of Services and Consequences Presentation				20								
University Technical College (UTC) #		12						31				
Children's Social Care												
Adoption												
Monitoring of Sickness Levels												
and Vacancies in Social Care #												

Topics	J	J	A	S	0	N	D	J	F	М	A	М
Children's Health												
CAMHS Task and Finish		12		20		ı		31		21		
(under regular review)												
Child Poverty #												
Early Year Interventions #												
Task and Finish Groups												
Youth Service					ТВС							
Children and Young People												
with special educational needs												
and disabilities succeed in												
gaining employment #												
Updates												
Policy Updates/Legislative												
Changes												
Child Poverty Working Group				20		I		31		21		
Update from Children and Young People's Trust Board		12		20		I		31		21		
Update from Corporate		12		20		I		31		21		
Parenting Group												
Update from Local Safeguarding Children's Board		12		20		ı		31		21		
Strategies and Plans												
Children and Young People's												
Plan (Action Plan)												
Youth Justice Action Plan												
Training and Development												
Development Session for panel												
members												

Key:

New Item = #
