MiNGA

Increasing Student **Engagement** at Monterey High School

Discover how Monterey High transformed school spirit and student involvement with Minga, creating a lively and accountable school community with enhanced event participation and student experiences.

Minga Champion:
Steven Piña, Activities Director

California	STUDENTS	GRADES	Student ID	Community	Hall Pass	Behavior	Check in	FlexTime
	1,000+	9–12						

KEY PROBLEM AREAS

→ Relying on Instagram and TikTok to promote events and activities, which were not reaching all students effectively

→ No system to incentivize or reward student participation in events, leading to low engagement

→ Difficulty in managing and monitoring student participation, behaviors, and tardies

→ Paper-based hall pass processes that were bogging down teachers and admins

→ Lack of clear process to check students into class and record tardies

Inspiring Students to Engage
and Participate in School Life

Monterey High School had a tough time getting students involved and building a stronger school community. Even though the school had a tight-knit feel, with many teachers who were former students themselves, it was still hard to get kids excited about activities and events. Activities Director, Steven Piña, knew he needed to improve student participation and communication but didn't have the right tools to make it happen.

Steven's initial goal was to find a digital tool that allowed students to be rewarded for going to activities and dressing up for spirit days. But he quickly realized that Minga solved more problems than that, including Monterey's lack of clear processes for issuing hall passes and checking in tardy students.

> "We were really struggling with school spirit and getting people to engage with our activities, spirit days, and games. Before, there was no incentive to go. My goal was to find some sort of platform that would make it easier to communicate about events and easier to reward students for participation."

Steven Piña
Activities Director
Monterey High School

Unlocking an **Enhanced Student Experience,**
Through Technology

Steven discovered Minga at the CADA conference in 2022 and was immediately impressed by its comprehensive features, which promised to boost school spirit and address Monterey High's challenges. After seeing Minga's user interface, he immediately thought it was a better alternative to the 5 Star platform that he'd previously been considering.

Overall, Minga offered a comprehensive solution for improving student engagement and campus communication. The initial roll-out at Monterey High began with a 'soft launch' of the Community and Hall Pass modules in the first semester. This was followed by a full launch of all modules in the second semester, once admins, teachers, and students had become familiar with the new platform.

WHAT MINGA OFFERED:

→ A sleek and unified platform for school-wide announcements — allowing for improved communication, participation, and engagement

→ A points-based reward system that motivates students to join events and engage in positive behaviors

→ A better way to manage behaviors like tardiness, praises, and consequences

→ Quick check ins and issuance of late passes for tardies

→ An easy-to-use check in system for events and Saturday Academy (where students can earn extra credits)

→ Digital hall passes that are highly customizable

→ Students have more of a say in their education with FlexTime offerings

"We're now using Minga with fidelity and it's really transformed our campus. We're able to track so many of our student behaviors, use FlexTime to give students so much more choice in their education now, and get kids excited to go to events and earn their points."

Steven Piña
Activities Director
Monterey High School

A Vibrant and **Involved Student Community**

Increased Student Engagement

A significant rise in event participation thanks to rewards and incentives

Improved Communication

The Minga feed acts as a mini social media channel, showcasing every campus event in one spot

An Enhanced School Community

Stronger school spirit and community involvement, with more students participating in activities like school colors day to earn points

Streamlined Processes & Positive Classroom Dynamics

Automated check-ins, digital tardy management, and a points system for positive behavior save time, increase efficiency, and improve the class environment

Empowered Student Leaders

Select students can easily create, promote, and manage their own events, fostering key leadership skills

More Voice & Choice for Students

Students enjoy choosing personalized learning activities with FlexTime, greatly enhancing their school experience

"The best thing about Minga for me is the ability to reward my students for participation. I'm able to build a school community that is interested in showing up to things and having fun. My job is the Director of Fun, and Minga helps me be the Director of Fun."

Steven Piña
Activities Director
Monterey High School

1,392
extra hours spent in the classroom over the school year

29%
decrease in time spent out in the hallways
(Fall semester compared to Spring semester)

22%
decrease in hall passes
(Fall semester compared to Spring semester)

3,779
praises assigned to students for good behavior eg. "Helpful Kindness, Above & Beyond"

37
groups created eg. ASB, Cheer Team, Vocal Arts

2,305
points issued over 1 year for student engagement

Build a Thriving School Community That Runs Like Clockwork

All Minga modules seamlessly integrate to offer a complete Campus Management Platform – in one convenient place.

- Student ID
- Check-in
- Hall Pass
- Behavior & Rewards
- Community
- FlexTime

MiNGA

Events
- Invited 1908
- Tickets 1334
- Going 1334
- Checked In 1206

Hall Pass
Jan Feb Mar Apr
30% Reduction in Hallway Activity

Behavior
- Tardy
- Good Behavior
Jan Feb Mar Apr

Rewards
- Wristband (25 Points)
- Supplies (25 Points)
- Gift Card (5 Points)

News
♥ 140 💬 36

Student ID

Flex Periods
Registered 55 Checked In 12

Tardy Automations
Warning — Lunch Detention — Saturday School

Check In
Football Game 2502
Theater Try-Outs 62

www.minga.io