



## OVERVIEW

The Legislature held its third Interim Committee Week, October 18-22, 2021. The Appropriations Committee and Education Committees did not hear any bills this week but instead focused on presentations on educational topics such as reading improvement, early learning, K-12 virtual instruction and Juvenile Justice Education funding. Based on the discussions in the House Pre-K Appropriations Subcommittee, there is the likelihood that legislation will be filed to limit school districts from managing K-12 virtual instruction programs.

The Governor has requested a Special Session asking the legislature to band vaccination mandates and to strengthen the Parents' Bill of Rights. The Special Session is likely to take place in the coming weeks. Although the Legislature is not required to pass these items during the Special Session, it's likely that the legislature will honor the Governor's request.

### Please find below a summary of the Senate Committee & Subcommittee hearings this past week.

#### Senate Education Committee

- Did not meet

#### Senate Appropriations Subcommittee on Education

- Panel Discussion on Reading Improvement

[Committee Video](#)

[Committee Packet](#)

### Please find below a summary of the House Committee & Subcommittee hearings this past week.

#### Education & Employment Committee

- Did not meet

#### Early Learning & Elementary Education Subcommittee

- Presentation by the Department of Education on the governance of Early Learning Programs
- Panel discussion on policy barriers to access to high quality early learning

[Committee Video](#)  
[Committee Packet](#)

**Secondary Education & Career Development Subcommittee**

- Presentation on Florida's Dropout Prevention and Academic Intervention Programs

[Committee Video](#)  
[Committee Packet](#)

**House Pre-K Appropriations Subcommittee**

- Overview on K-12 Virtual Instruction
- Overview of Juvenile Justice Education Funding in the Florida Education Finance Program

[Committee Video](#)  
[Committee Packet](#)