

Local associations building relationships with their legislators

Our Voice, Our Local, Our Legislature

Local associations are an integral part of their communities. Local leaders provide a voice for the teachers and education support professionals in their school districts. AEA is supporting local association leaders as they take the responsibility for reaching out to the legislators that represent their community.

OBJECTIVES:

1. **Identify member needs and issues that legislators need to address.**
2. **Engage members and leaders in actions to address these needs and issues with their local legislators.**
3. **Ask legislators to commit to helping meet these needs.**
4. **Communicate with members, staff, and the community to hold legislators accountable to their commitments.**

KEY STEPS:

- **Planning meeting** with local association and AEA Organizational Consultant.
- **Interaction with members** to identify needs and issues.
- **Local Association leader/member engagement with legislator.**

Options include:

- **Legislator back-home visit with local association.***
- **Visit the capitol on a day selected by the local association.**
- **Visit the capitol during one of AEA's identified days during spring break.**

During spring break, local associations meet with legislators at the capitol

Local associations can choose to attend during the Wednesday of their spring break.

- Wednesday, March 13
- Wednesday, March 20
- Wednesday, March 27

Draft agenda:

9:30-10am	registration and material handouts
10-10:30am	briefing on legislative bills of importance and budget status
10:30-11:45am	legislative panel
11:45am-1pm	lunch (schedule lunch appointments with your legislators)
1pm	Senate floor session
1:30pm	House floor session

(After the floor sessions, the local association can attend any scheduled afternoon appointments with legislators.)

*There are limited AEA financial grants for local associations to **build relationships with their legislators, "Our Voice, Our Local, Our Legislative Programs."**