

FLEF GRANT REQUESTS - 2015-2016

School/ District	Grant Title	Brief Description	Amount Approved
District	<b>Kindergarten Orientation Take Home Bags</b>	Create Kindergarten Orientation Take Home Bags including a book to be read aloud to our incoming Kindergarteners and an exciting family game designed to promote early literacy skills.	\$2,518
FAMS	<b>Robots to the Next Level!</b>	Incorporate more robotic opportunities for all students through the course an the club. The EZ robots are humanoid, providing a very different experience from the Lego robotics currently in the curriculum. Associated programming experiences will promote critical thinking and problem solving, positioning students well for high school and beyond.	\$3,259
FAMS	<b>Living Lessons</b>	Address school, District, and community goals of character education and anti-bullying through the Living Lessons program. This year's program theme is 'Life' and how precious it is. Real-life accounts will show our students what amazing people they can become and the importance of perseverance and resiliency dealing with life's challenges.	\$30,000
FAMS	<b>Whiteboard Desks 2.0</b>	Build on the success of the 2013-2014 Idea Paint FLEF grant using furniture that supports 21st century collaborative learning. Purchase actual whiteboard surface desks and chairs offering a variety of seating arrangements with a trapezoidal shape.	\$7,377

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FAMS	<b>Engineers for a Day</b>	Work alongside a civil engineer to investigate and troubleshoot traffic patterns through a Socratic seminar. Analyzing and interpreting real life data, the students will tackle an actual roadway engineering dilemma, deriving intricate formulas and applying their skill sets to develop solutions. Students will see the real-life application of Algebra to science and engineering, while honing problem-solving skills.	\$1,000
FAMS	<b>Rock Program</b>	Continuing the highly successful program generously funded by FLEF for the last nine years, the program provides an opportunity for students to join, practice, and perform in a band. The three month program culminates in a concert featuring all of the bands performing in a non-competitive environment.	\$1,200
District	<b>Constructive Indoor &amp; Outdoor Play Equipment</b>	Imagination Playground is a breakthrough play-space concept that encourages child directed, unstructured free play, which experts have determined to be critical to a child's intellectual, social, physical and emotional development. An assortment of moveable blocks allows each play session to become a new experience, either indoor or outdoor. These building materials also extend Curiosity Corner lessons and help each child to become an architect, transforming children's minds, bodies and spirits through play.	\$19,180
CRS	<b>iPads</b>	This grant will provide 15 iPads, covers, and money for applications and audiobooks to each of the three CRS 1st grades. Using this technology will allow students to strengthen their reading fluency and comprehension, math skills, and knowledge of Science and Social Studies subject matter. Activity individualization and differentiation based on student ability and interests is supported.	\$2,500

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District	Museum of Mathematics	Museum of Mathematics exhibits, gallery, and programs stimulate inquiry, spark curiosity, and reveal the wonders of mathematics. Students will begin their visit with a private educator-led, hands-on session on Graph theory, followed by 90 minutes of exploration time including the Robotic exhibit.	\$4,205
CRS	Kindle Books	Build on the use of iPads generously funded by FLEF in previous years by expanding the selection of titles for ereading. Students will complete a survey to determine the new titles, which will be used in structured small guided reading groups, student-directed book clubs and/or for independent reading.	\$1,500
CRS	Small Shapes Desk with White Dry Erase Tops	Supporting a number o pedagogical practices including collaborative learning, group discussion and small teacher-led group teaching, whiteboard tables allow children and teachers to be creative with learning. The break-apart version allows for both group or independent work.	\$4,476.71
CRS	Ensemble Instruments	Introduce an Orff Ensemble Group at the 5th grade level and expand current Orff materials for music classes at all grade levels. The Orff approach is a "child-centered way of learning" by doing in the areas of rhythm, melody, harmony, texture, form and other musical elements.	\$1,375
District	Clay Days	Our district-wide "Art Around the World" curriculum will be enhanced when students meet a local artist, view her work on display in the school, go to an assembly showing how the artist works, and then creating an original piece of artwork, all in one week.	\$15,140

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District	<p><b>Never give up</b>  <b>Encourage others</b>  <b>Do your best</b></p>	<p>The NED show is a school-wide character education program that centers around a 45 minute assembly. Simple, relatable, and kid-focused, NED is aligned with our District's OLWEUS program in that it reinforces kindness and inclusion.</p>	<p><b>\$2,000</b></p>
District	<p><b>Makey Makey</b></p>	<p>The 1st grade Curiosity Center curriculum contains an electrical circuits unit of study which will be enhanced by Makey Makey. Makey Makey is a circuit board kit that can be used to connect objects with a computer, transforming those objects into computer keys and mouse clicks. Students will be able to playfully invent new devices, instruments, and controllers or remix familiar objects. At its core, Makey Makey is a tool that allows interaction between people and objects in novel ways.</p>	<p><b>\$701</b></p>
District	<p><b>Sphero 2.0</b></p>	<p>An enhancement to the 3rd grade computer programming and other Curiosity Corner lessons, Sphero 2.0 is the world's first app-enabled robotic sphere. Sphero rolls at speeds up to 4.5mph and pairs to a device via Bluetooth with a range of 100 feet. While students are having fun, they are learning the complex principles of computer programming, math, and science and applying them to the physical world.</p>	<p><b>\$1,098</b></p>
District	<p><b>Tech-knowledge-y</b></p>	<p>For the past decade, students prepared for Discovery lab using iPads with a laminated booklet during the bus trip from the school to the Discovery Lab. This grant will modernize the equipment to iPad Minis 4s and apps, iBooks, videos, 3-D representations, and other activities relevant to the Science unit of study. These resources will also be used during Discovery lab itself in the classroom.</p>	<p><b>\$12,500</b></p>

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CRS WAS	Story Pirates	Generously sponsored by FLEF for several years, the Story Pirates troupe reviews key narrative story elements as they act out and engage students. Students create story elements and the Story Pirates bring the story to life as the assembly unfolds. Students are challenged to write a story using all of the elements. Positive written feedback is provided for each piece and several are chosen to be acted out for the school.	\$4,000
FAMS	Primary Source Documents	Expose students to primary source documents to support literacy in History and Social Studies. Analysis of primary source documents (as opposed to excerpts) engage students in deeper critical inquiry.	\$5,000
HMR	Today's Technology in Physical Education: Digital Learning Space	Integrate technology as an essential tool across the Physical Ed curriculum to enhance teaching and learning. The Gym will be transformed to a Digital Learning Space, for use in Physical Ed, assemblies, school drama productions, grade level shows, parent meetings and community events.	\$39,519
HMR	STEM Day	Expand on the success of last year's FLEF-funded Science Day, adding technology, engineering, and mathematics to make it a STEM day. Students will interact at large group assemblies and engage in hands-on activities in classroom workshops, encouraging further exploration.	\$5,300

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HMR	<b>Movement and Focus in Learning</b>	Extend and enhance the success of the FLEF-funded Think Station by adding furniture pieces that increase focus while allowing movement. Health, wellness, core strength, gross motor skills, and focus will be supported.	\$3,500
HMR	<b>Multisensory Language Arts Materials</b>	Kindergarteners understand the world better by using their senses. These materials will be used in activities using external sensory systems to improve letter/sound association, letter formation, and sight word recognition for all learners in the classroom.	\$1,496
HMR	<b>iPads</b>	Incorporate technology for acquiring and expanding LA literacy and mathematics skills as well as tools for researching and presenting information for Science, Social Studies, and Writing units.	\$4,700
HMR	<b>Charlotte's Web</b>	After students have heard <u>Charlotte's Web</u> and studied the characters, their actions, motivations, and relationships, expand the experience through attendance at a live performance of the work. Afterwards, students will discuss and make comparisons among various mediums - the book, the play, and the movie.	\$595

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District	<b>Solar House Design Challenge</b>	Students will engage in STEM-centered learning to create model solar energy homes. Students will learn about energy conversion as they work in teams to make budget decisions about windows and flooring material in a home design. They test, analyze, and redesign while building a passive solar house model. This project will enhance our study of natural resources in Social Studies and complement our Science and Math curricula.	\$897
HMR	<b>Sensory Modifications in the General Education Classroom</b>	Many children respond with increased attention and performance when their sensory needs are met using accommodations such as fidget balls, pencil grips, movement desks, and specialized seat cushions. These materials improve the behavior and performance of children who need various degrees of sensory input to calm their bodies.	\$3,238
District	<b>Globs, Goo &amp; Guts</b>	This in-school field trip transforms the classroom into a living laboratory. Kids become scientists and learn by doing actual experiments. The programs are totally hands-on and completely participatory by each child. The Globbs, Goo & Guts program promises to "Roll up your sleeves and make all kinds of icky sticky stuff! Have a hands-on look at real cow guts! Learn the systems of the body, and find out what makes us tick!".	\$1,275
CRS WAS	<b>Poster Maker</b>	Poster Maker supports the interactive classroom with visuals that captivate students, support early instruction across all disciplines, and meet the needs of individual learning styles. Can be used to enlarge rubrics, classroom rules, and graphic organizers in seconds, create hands-on manipulatives and interactive bulletin boards for any subject and make personalized awards/stickers to recognize accomplishments and positive behavior. The unit will also allow school-related organizations to create professional-looking posters to market events and programs.	\$9,000

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WAS	Imagination Station	Create an Imagination Station, a collaborative classroom for all students and teachers, aimed at fostering critical 21st century skills such as problem solving, critical thinking, and, most importantly, teamwork. This initial grant would establish the basic elements which would then be supplemented each year as the room grows and changes, adapting to the changing world our students experience.	\$11,643 + S/H
WAS	Collaborative, Creative Spaces	Create an Resource classroom area to meet the needs of alternate learning styles using Kids Kore Wobble chairs at a mobile whiteboard occasional table that encourages them to work, share and creatively collaborate.	\$1,132
District	Engineering in Elementary Classrooms	Incorporate projects that require students to think like scientists and engineers using units developed by Lakeshore Learning. Structured teacher support is provided through the first stages of implementing hands-on, project based learning in the elementary Science classroom. Experience will be used as the Curriculum committee moves forward with the evaluation of current resources.	\$5,964
HMR	Discovery Ramps	Children will explore science and engineering concepts such as weight, balance, motion, velocity, pitch, slope, and gravity. Children will work in groups to reach conclusion about work with the Discovery ramps through play, developing inquiry and key social skills including collaboration, compromise, acceptance, and turn-taking.	\$573
<b>TOTAL</b>			<b>\$196,219</b>