

WE Grants Examples - Elementary School

Let's Learn with Logic

The stimulating "Let's Learn with Logic" reasoning games will be utilized for differentiated Math instruction in order to enhance spatial and analytical reasoning; while challenging the student's strategic thinking skills. Students will use mathematical problem solving skills to develop logical thinking and practice rigorous problem solving. This will further enhance our Math instruction by making connections with content and will serve as a great introduction to deductive reasoning and applying mathematics to problem solving in everyday life.

Dealing Number Sense

While our students are "Dealing Number Sense" using decks of playing cards and dominoes, they will develop and master, as in-depth understanding of place value: including the concept of ordering, rounding, addition, subtraction, multiplication, division, and fractions. Students will be engaged during the hands-on approach to learning Numerical Representations and Relationships: number sense. The dice games requested as a continuation of this grant will be used to better understand place value as mentioned above.

Literature Throughout the Classroom

Second grade students will be immersed in good literature throughout the school year. Students will be given the opportunity to select "just right" books for their individual book bags. These books will be high interest books.

Study It, Grow It, Share it!

Study It, Grow It, Share It is a vessel that molds a healthy mind/body to empower students to develop their knowledge and desire to create a nurturing and giving environment through outreach and community involvement. The implementation of a Tower Garden growing system will enable students to understand the use of aeroponics (the process of growing plants in an air or mist environment eliminating the need for soil-to produce more colorful, delicious, and incredibly nutrient dense fruit, vegetables and herbs). The Tower Garden System would provide a lifelong skill and positively impact the future of students' health and education.

"Arts in Action"

Learning experiences in the arts contribute to the development of academic skills, including the areas of reading and language development, and mathematics. Certain forms of arts instruction enhance and complement basic reading skills, language development and writing skills. Bringing theater education to our students opens new worlds of opportunity. The act of performing can help students recognize their potential for success and improve their confidence. Arts-rich learning environments can have far-reaching effects that extend to the entire school and surrounding community.

Recess is Right

Most of us remember recess as an important part of the school day. It was a time to be outdoors; to organize our own games; to play on the swings, slides, and other playground equipment; or just to hang out with friends. There is considerable research to suggest that recess has many benefits for children in the cognitive, social-emotional, and physical domains.

Read all About it!

All kindergarten students will receive their own monthly subscription to National Geographic Little Kids Magazine. They will each receive new issues, over a six month period. The Magazines will be used to enrich and excite the Literacy Program.

Gadget Girls, The Next Generation

Gadget Girls, The Next Gen! Gadget Girls is a collaborative initiative designed to boost achievement in science and mathematics and aimed at inspiring the next generation of innovators. According to the 2010 President's Council of Advisers on Science and Technology Report, early interest has been identified as a predictor in determining whether a student chooses to pursue a STEM career. Through this cooperative learning process girls will develop leadership, creative thinking, and problem-solving skills as well as foster sustained interest in science, technology, engineering, and math fields. As a result, girls will be empowered at a young age to pursue STEM-related career pathways.

Bookworm Challenge

The Bookworm Challenge is a reading incentive program based on Donalyn Miller's The Book Whisperer to engage students in free choice independent reading of a variety of genres. By giving grade levels 3-5 a goal of 25 books, grade levels 1-2 a goal of 20 books and Kindergarten a goal of 15 books per year, we hope to increase student enjoyment of reading and widen their genre selection. To create a grade level bookworm, individual pieces with the student's name, title and a brief sentence about the book will be added to show student progress.

Designing Mathematicians

The sky's the limit ... or is it? Our Designing Mathematicians are taking math out of this world through inquiry-based projects that challenge students to critically think and problem-solve at the highest levels! Not only will students be able to bring their mathematical ideas to life, they will also be able to share their learning through student-produced digital portfolios, which will deepen their understanding of how math connects us to the real world.

Comprehension is KEY!

Students will dive into reading high interest nonfiction literature. They will engage in meaningful conversation while boosting their comprehension strategies. The goal is to build strong independent readers one engaging text at a time.

Growing Language Through Children's Books

For Growing Language Through Children's Books, we are requesting funding to improve and grow our SLP library. Using each book, we can create many lessons and visuals that target so many language and speech skills in fun and motivating ways. In addition to helping our students master their speech therapy goals, we will also be promoting literacy and language arts in the classroom and beyond.

The Write Stuff

The Write Stuff is an opportunity for students to create, design, write, and illustrate their very own books for a complete literacy understanding. This will provide each student in my classroom to write, with competency, a story and/or an article to express their individual ideas. The Write Stuff provides Second grade students with a creative outlet for their writing where they remain engaged in the writing process and continue build upon their individual skills.

A Play on Words

The main objective is to increase language arts comprehension through reader's theater. Students will build upon their vocabulary, fluency, and gain a deeper understanding of grammar and figurative language. These plays provide grammar focused content within the context of a play.

Making Our Mark With The Community Through Literacy

The Making Our Mark with the Community through Literacy is a project to train volunteers to become literacy tutors for students. This project combines technology with reading tools for volunteers to help with enrichment through a support program for students. Through this grant, our volunteers will be more equipped with the tools necessary to help not only students make their mark through literacy, but themselves as well.

Discovery Den

The Discovery Den will be a place where entrepreneurship will birth and thrive. Entrepreneurship teaches you to believe in yourself, your team and your plan. This is the skill set we want for our students: collaborating, communicating, creating and critical thinking. The Discovery Den will allow us to create a better future for everyone by allowing ideas to materialize through thoughtful play.

Boyz II Men and Beautiful Me

"We are not what has happened to us, we are who we CHOOSE to become!" Our programs are geared to promote, enhance and establish a positive self-esteem through leadership and community service experiences which build good character that will be part of a student's skill set for future leadership roles in our greater society.

Future Engineers

Future Engineers will gear up for science through the exciting world of Engineering. Fourth and fifth graders will engage in the exploration of the Engineering Design Process and experience hands on activities that introduce them to the world of Engineering. They will problem solve weekly challenges and activities from various strands of Engineering fields such as Civil Engineering, Chemical Engineering, Environmental Engineering and many others.

Drummin'

The Drummin' project will provide the opportunity for every student at our school to learn and perform music in a class drum ensemble. This project will fund the purchase of tubanos and two resource books for our elementary music classroom, which will allow students to experience rhythm, ensemble, movement, improvisation, meter, and timbre with a hands-on experience. Having a class-set of drums ensures that every student will have enough time to explore and learn the skills to be proficient at demonstrating their knowledge of concepts in the music curriculum.

Rockin Robotics

A stimulating STEM education is crucial for developing the basic analytical, problem-solving and critical thinking skills that are central to academic achievement and workforce readiness in the 21st century. Our school wants to create authentic, student-owned learning experiences through the use of Sphero Robots and Arduino starter kits. With these hands-on STEM activities, our students will exemplify our 4 Cs: collaboration, communication, creativity and critical thinking.

May Osmos come out and play?

Osmos is a fun, electronic tool that attaches to iPads to enhance students' learning through visual and spatial activities. Students will have the opportunity to utilize Osmos to develop critical thinking skills, perform STEM activities, and connect other curricular areas such as music and art to science and technology. From special needs students to kindergarten to fifth graders, Osmos will open new doors for all learners in the area of strategic thinking.

R3 (Reaching Reluctant Readers)

R3 (Reaching Reluctant Readers) is a program designed to reach out to students who have yet to discover the joy of reading. The librarian, classroom teacher, and student will work together to build a collection of books that are both highly interesting and appropriate for a student's reading level. Students will discover the pleasure of reading, desire additional literary experiences, and gain skills needed to become successful.

I Can Read

I Can Read is a program geared towards helping struggling reader improve their reading by two grade levels. I Can Read will help empower struggling readers become independent strong readers. Through the use of the a resource program students will be able to practice their phonics and improve their reading

Make, Create, and Innovate

Through the Make, Create, and Innovate program the students will be given a variety of tools to allow for hands-on learning in building and electronics. Students will not only use creativity to invent and build things, but also they will be given challenges to solve problems and test their designs and theories.

Fighting for Fiction Frenzy

The students will be given access to new and exciting fiction chapter books, participate in reading challenges, hear book-talks, have access to book trailers, and create book reviews themselves for other students to read or watch. The desire is to create a reading frenzy and increase fluency, reading comprehension, and meaningful experiences with books. That kind of reading success produces more lifelong readers.

The Lost Art of Telling Time

Telling time, really? Do we still need to tell time, or why not just read a number off of a digital clock? "The Lost Art of Telling Time" will put the love back into reading an analog clock by providing students with analog watches during a two week long project. Students will build an understanding of time, understanding passage of time, understanding the units time is measured and what each unit of measure means, and relating all of this to their everyday life.

One Book One School

One Book One School is designed to be a reading connection between school and family. Every student, every parent, every teacher and staff member will be reading the same book at the same time. This program will strengthen the bond between school and home through a timeless children's classic.

Kids Inquiry Conference

Kids Inquiry Conference is an event that uses the foundation ideas of the typical science fair and "KIC"s it into high gear. The students will work in teams to choose a topic, design a science investigation, execute the scientific process, reflect on the results, and write a research article to be published in a yearly KIC book. Groups will then have the opportunity to share their findings with younger students, peers, teachers, parents and community members through engaging presentations in a conference like setting.

Comprehension Cafe

Third grade students practice reading picture books, poems, jokes, and riddles to build fluency. Then third grade students host first grade and kindergarten at Comprehension Cafe in the spring. Third grade students will read an appetizer (poem), an entree (picture book), and a dessert (joke or riddle) to their younger counterparts.

Every Brick Counts! Legos in Math

Second grade students will have the tools necessary to build and apply the processes of mathematical problem solving with the use of Legos. Pairs of students will work together solving real life problems with Lego figures and blocks. Students will then share their strategies with the class.

Lego Club

The Lego Club is a research-based group that focuses on enhancing social skills for students with autism and other social difficulties. Students come together in a small group with separate jobs, but with the same goal of building a Lego set. By using Legos, which are highly motivating to the students, they learn how to problem solve, communicate with their peers, work collaboratively, and follow directions in a way that is fun!

Brick by Brick: Learning with Legos

Brick by Brick: Learning with Legos will enable all students to develop the 4Cs (communication, collaboration, critical thinking, and creativity) through the use of Legos. The Legos will be utilized to enhance all content area lessons with an emphasis on STEM. Students will build- "brick by brick" - a foundation of lifelong learning skills.

Linking LEGOS 4Learning

Linking LEGOS 4Learning will provide students in grades kinder through 5th with hands-on engaging materials to transform them into confident and engaged readers and writers! Linking LEGOS 4Learning will increase students' motivation and build strong writers while teaching literacy, communication, collaboration, and teamwork skills. Linking LEGOS 4Learning will encourage students to work together to create and build stories with LEGO bricks and figures as their toolbox and then share, write and publish their stories.

Brown Bag Lunch Bunch

Elementary kids always want to eat lunch with the principal! Brown Bag Lunch Bunch will be focused time to work with students who are on the verge of gaining advanced levels in the area of reading. Four books/anthologies have been selected for students to read and participate in a book club to enhance reading instruction in the classroom. These books will be gifted to the children, often to students who do not own many books, to add to their home libraries.

Smooth Sailing/Synergy for Student Success

Whether or not eligible for Special Education services, so many students at our Title One school have special needs that must be appropriately addressed, both academic or behavioral. When all staff cooperate towards facilitation of the learning process for our students, the kids will always benefit! The goal of this Grant Proposal is to promote smooth sailing throughout the school day through staff synergy and campus behavior support, by providing materials to staff members to support students' progress in the educational environment, resource or inclusion, General Education or Special Education.

Books to Heal Kids

Books to Heal Kids is a project to provide bibliotherapy resources and trainings to parents, teachers, and students. We will build a library of therapeutic books and games that parents and teachers can borrow and use, and the counselors will provide training and information. We will hold a series of "Coffee with the Counselors" meetings to introduce the resources to our families and help kids be successful in school.

Teaching Science Through the Arts

Teaching Science through the Arts is a program which uses students' interest in the arts to get them excited about science. Students will use instruments to explore and experiment with sound. They will conduct experiments and use scientific process skills to determine the best way to make piñatas and other crafts. They will do acrylic paintings on canvas to demonstrate what they have discovered about animal habitats, ecosystems, and landforms.

First Grade STEM Lab

First Grade STEM Lab will provide every first grader the opportunity to do independent STEM exploration daily. Each first grade classroom will design a STEM Lab corner for students to have more exposure to Science, Technology, Engineering and Math activities in the real world. Using these real life science tools will make our students be excited about STEM careers in the future.

For the Love of Reading!

For the Love of Reading will provide a variety of books to allow students to self-select reading material to significantly improve their reading comprehension. Students served by this program will increase the amount of time they spend reading which will, in turn, increase their fluency and comprehension. By providing a wide variety of books and other reading material, this program will promote a love of reading and learning to assist students in becoming life-long learners.

Touch Phonics

Touch Phonics is a multi-sensory method to teach phonics, word structure and spelling to below grade level readers. The program uses tactile, kinesthetic, visual and auditory learning styles to enhance memory and learning. Touch Phonics is beneficial for students who learn best by doing. The program will be used for those students who are in a low reading percentile.

Fun with Fluency!

The goal for the "Fun with Fluency" program is to provide fun, independent Take-Home Math activities for struggling students in grades 3-5 to build Fact Fluency in Math. "Fun with Fluency" reinforces math skills and concepts taught in grades 3-5 to students who lack resources at home and who need additional math practice and experiences. This program gives students the opportunity to check-out weekly activities that support grade levels, help close math achievement gaps, and promote student academic growth and success.

Full STEAM Ahead!

The ultimate goal of Full STEAM Ahead is to provide students real life experiences in critical thinking while making connections between science, technology, engineering, art, and math (STEAM) to the real world. We will involve students in STEAM activities with lessons that have been designed to enhance both the *McGraw Hill reading and Pearson math curriculums*. Students will solve problems or challenges using collaboration, creative design, thoughtful reflection, and then be asked to share their final learning experience and product to various audiences within their classes, grade levels, the school, our community, and even the world.

STREAM Boxes

STREAM (Science, Technology, Reading, Engineering, Art, and Math) education and engagement does not end when students leave school. With STREAM (Science, Technology, Reading, Engineering, Art, and Math) Boxes, students will be able to check out portable lab activities with coordinating books and DVDs. The STREAM Boxes will allow kids and their parents to learn more about alternative energy, rocketry, the human body, and so much more!

Creating Literature- based Experiences through Adapted & Modified Shared Storybooks

Students with moderate to severe disabilities are often unable to access traditional reading materials. By using the same (or similar) books as those used by a comparable student's grade level peers, that have been adapted and/or modified using visuals, picture supports, revised vocabulary, and increased physical accessibility, we can target social skills, communication and language development, and literacy skills that are needed to increase reading independence. The project is to create a literature library full of high-interest books to address specific needs of students who are unable to fully benefit from shared reading or read-alouds due to cognitive, physical, or speech and language disabilities.

It's all in the Connection!

The proposed program would allow an opportunity to have students on the Autism Spectrum interact with scientific concepts in a very hands-on way. This multi-sensory experience, with access to a variety of scientific topics, will reinforce and allow generalization of many Science concepts that the students are learning in the classroom.

Sp Prog K-8**"H.A.L.O." Helping Achieve Leadership Opportunities**

Leadership potential is in every child, how they use that leadership is something that needs to be guided and nurtured. H.A.L.O. will take boys and girls from grades K-8 and give them opportunities to achieve their leadership potential through guided lessons and real life situations. The members of H.A.L.O. will learn social skills, creative problem solving, and out of the box thinking that will help them achieve success at their home campus.