



Foundation For Allen Schools Grant Application 2021

Scholarship Fund Amount: \$0

Let's get to know you!

Please provide your work-related Twitter contact information.	
Please provide your work-related Facebook contact information.	
I have co-applicants:	No
Best phone number to reach you at:	+12147972783
Campus	Cheatham Elementary School
Grade(s)	1;2;3;4;5;6;Kindergarten

Additional Co-Applicants

Campus	Cheatham Elementary School
--------	----------------------------

Project Information

Are there any additional funds available for this grant?	No
Will other grades be involved/impacted?	Yes
Will other campuses be involved/impacted?	No
Does your grant have a technology component?	No
Please select the MAIN curriculum area your grant addresses.	Advanced Academics - AP/IB/GT
How many students will be involved in this	

grant?	100
Name of Grant	Building up STEAM!

Project Information Continued

<p>Provide a brief summary for use on the Foundation's website and social media.</p>	<p>"Imagineering" supplies will create opportunities for students to be producers of content and products and will facilitate to students the idea of entrepreneurship through innovation. This is Problem Based Learning! The materials will also be available for other grade levels (K-6) to use to support their integration of STEAM in the classroom.</p>
<p>How will the project or program be implemented? Describe activities and tasks. Who is the target population and in what ways will they benefit?</p>	<p>Students will be able to work as individuals or collaboratively on a variety of different projects and they will be given a wide range of choices for creativity and exploration. The grant will be used for all grade level students K-6 in the AIM classroom, and will also be offered to classroom teachers as we brainstorm together how to implement with grade level curriculum. They will be used with the AIM curriculum to enhance the learning experience and help students connect their lessons with real-world experiences. With the materials proposed, the list of project options is limitless. Specific challenges are listed in our curriculum (problem-based learning) for the students to solve and they lead to inquiry and application across the multiple disciplines. Students are provided with open-ended projects options as they play and tinker with the tools provided. Finally, students will have the opportunity to learn creativity and problem solving using a variety of resources. Leadership qualities will be demonstrated by students through self-directed as well as teacher-led; student-led projects and group collaborations.</p>
	<p>My students are eager learners and explorers. They always love to discover and learn new things and enjoy the different opportunities I try to give them in the Gifted and Talented classroom. They have been eager to be able to have centers and STEAM challenges and I know they would thrive being able to work both independently and collaboratively with STEAM materials. STEAM education is</p>

<p>What is the problem, need or opportunity that this grant will address? Describe the impact of this project on your students.</p>	<p>growing and the more that students are surrounded by these activities helps with their critical thinking and problem-solving skills. AIM students are taught to take risks, discover, and create. That is what my students do weekly, as they dive into a higher level curriculum and STEAM innovations. My classroom lacks supplies and resources for students engineering solutions to problems. The funds will be used by students to code, build, and innovate, which prepare learners for the future.</p>
<p>Which Allen ISD goals/TEKS does this project support? Please provide 2 examples.</p>	<p>These activities support goals and TEKS for technology, science, math and art. The engineering design process allows students to problem-solve and use critical thinking skills to enhance their product or change the way they completed a task. Students will be given a task and they will have to use what they are provided to complete that task.</p>
<p>Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.</p>	<p>I believe the tasks that the students will be involved with can only enhance the AIM curriculum, as well as the curriculum in other grades. The learning experiences mentioned in this proposal will help the student reach a higher level of problem-solving that can be reached with the regular curriculum. The AIM classroom allows for an extension of creativity and innovation but I do need support with the funding of STEAM supplies. This deepens the understanding of curriculum taught at a higher level, promotes depth and complexity, fosters collaboration, relates classroom learning to the real world, and provides opportunities for experimentation, failure, improvement, and discovery as part of the scientific process in practice.</p>
<p>What is the project timeline and the date of implementation?</p>	<p>This will begin as soon as we can get the items ordered and received in the AIM classroom, and continues throughout the school year. The items bought with the grant money will stay in the classroom and be used year after year. The consumables are what I will provide with classroom budget.</p>
	<p>Most of the activities are self-directed with the teacher to be a coach, to ask guiding questions, and to help only when needed by</p>

<p>What teaching methods will be used to implement this project?</p>	<p>the students. Students will be the decision-makers and problem-solvers. Teachers can guide the students, if needed. The PBL will be introduced that correlates with the AIM curriculum and the activities and lessons will also coordinate with the AIM curriculum, providing another opportunity to connect science with real-world experiences. This will transform the traditional classroom into an innovative learning environment.</p>
<p>What specific measurements will be used to evaluate the effectiveness of the project?</p>	<p>The focus is for students to work through challenges to become better problem solvers. To measure this, they will be completing the Engineering Design Process. Do they plan? Do they design? Do they collaborate with team members? Do they work independently to research when needed? Is the PBL- Problem Based Learning project completed in given time? Asking the students to present their findings and what he/ she learned. Final presentation and the end result project will show learning. I also use rubrics to communicate expectations and then grade them according.</p>

Project Budget

<p>Total Grant Budget Requested:</p>	<p>604.67</p>
--------------------------------------	---------------

Almost done!

	
--	---

Project Budget Set Number 1

<p>Question</p>	<p>Answer</p>
<p>Item Type</p>	<p>Instructional Supplies or Resources</p>
<p>List item to be purchased under item category:</p>	<p>K'NEX 70 Model Building Set - 705 Pieces - Ages 7+ Engineering Education Toy (Amazon Exclusive)</p>

Unit Cost	39.99
Quantity	2
Total cost of items in this category:	79.98

Project Budget Set Number 2

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Makedo Discover Toolbox – Cardboard Construction Tools for Kids – 126 Piece Toolkit in Medium Tool Box
Unit Cost	150
Quantity	1
Total cost of items in this category:	150.00

Project Budget Set Number 3

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Play-Doh Bulk Winter Colors 12-Pack of Non-Toxic Modeling Compound, 4-Ounce Cans
Unit Cost	11.99
Quantity	2
Total cost of items in this category:	23.98

Project Budget Set Number 4

Question	Answer
Item Type	Instructional Supplies or Resources
	Crayola Air Dry Clay, Natural White Modeling

List item to be purchased under item category:	Clay, 5 Lb Bucket
Unit Cost	9.99
Quantity	3
Total cost of items in this category:	29.97

Project Budget Set Number 6

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Awesome Engineering Activities for Kids: 50+ Exciting STEAM Projects to Design and Build (Awesome STEAM Activities for Kids)
Unit Cost	10.79
Quantity	1
Total cost of items in this category:	10.79

Project Budget Set Number 7

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Learning Resources Code & Go Robot Mouse Activity Set, STEM, Kids Coding Toy, Programs up to 40 Steps, Christmas Gift for Kids, 83 Pieces, Ages 4+
Unit Cost	59.99
Quantity	4
Total cost of items in this category:	239.96

Project Budget Set Number 8

Question	Answer
Item Type	Instructional Supplies or Resources

List item to be purchased under item category:	Educational Insights Artie 3000 The Coding Robot: Perfect for Homeschool & Classroom - STEM Toy, Coding Robot for Kids 7+
Unit Cost	69.99
Quantity	1
Total cost of items in this category:	69.99