



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:	+17576088092
Campus	Cheatham Elementary School
Grade(s)	3

Additional Co-Applicants

Campus	Cheatham Elementary School
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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?	Yes
Please select the MAIN curriculum area your grant addresses.	Science / STEAM
How many students will be involved in this	

grant?	800
Name of Grant	Breakout Edu

Project Information Continued

<p>Provide a brief summary for use on the Foundation's website and social media.</p>	<p>This grant provides a school-wide subscription for BreakoutEDU which will allow all students at Cheatham Elementary to develop problem-solving skills and work collaboratively to complete standards-aligned escape rooms, both digitally and in the physical classroom. Students will also have the opportunity to use their technology skills to think logically about their curriculum and develop their own digital escape rooms to be shared with their classmates, fostering opportunities for communication, teamwork, and rigorous thought.</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>With the purchase of the school-wide subscription, every teacher and student will be given a log in. As this platform offers digital and physical escape rooms for all grade levels that our school serves and all content (including extra-curricular), this is a resource that will benefit all students and all teachers on our campus. Teachers can create classes to assign the digital escape rooms and allow students to work independently or in collaboration with each other to complete the work. This can be done to extend the curriculum for our more advanced students, as an opportunity for extra practice for our students who need additional support, to review content for all students, and even to encourage participation amongst our students with low-motivation. Many of the curriculum aligned escape rooms also provide scaffolding to help those students if they are struggling. Finally, the friendly interface is great for students to use their content knowledge to develop and create their own digital escape rooms. Creating escape rooms requires significant logical thinking, which can be a skill that many of our children are still working to develop.</p>
	<p>BreakoutEDU is an online subscription platform that offers both a database of</p>

What is the problem, need or opportunity that this grant will address? Describe the impact of this project on your students.

standards-based digital escape rooms and a easy to use interface for both students and teachers to create and complete their own digital escape rooms. Digital escape rooms are an amazing way to give students the opportunity to work collaboratively and develop logical problem solving skills within the classroom curriculum. BreakoutEDU is unique in that it offers challenging and standards-based ready-to-go digital escape rooms across all grade levels and subjects that teachers can either assign or modify to best fit their classroom without having to create the escape rooms from scratch. This resource allows more teachers the ability to use digital escape rooms in their classroom which increases student engagement and increases the rigor of any lesson or assignment. The added benefit of allowing students to create and share their own digital escape rooms increases the rigor even further. Having seen this subscription purchased for teachers in a previous school I have been at, we saw a significant increase in teacher usage of these more rigorous activities which allowed our more advanced students the opportunity for growth beyond the classroom curriculum without going beyond our grade level TEK. The platform itself is very engaging and encourages all ability levels of students to want to apply what they are learning in a new way. The subscription also gives all teachers access to the printouts for the physical escape rooms, as well, which adds a wonderful hands on element to all of the other benefits. Finally, BreakoutEDU provides discussion questions to help facilitate the development of collaboration skills by reflecting on the group work done to complete the escape room.

Which Allen ISD goals/TEKS does this project support? Please provide 2 examples.

The BreakoutEDU program supports Allen ISD's goal to "transform the learning environment by increasing rigor and encouraging innovation so that students become effective problem solvers." Utilizing Bloom's Taxonomy to determine rigor, student synthesize their content information when they are creating the escape rooms, and analyze and evaluate the given clues to complete assigned escape rooms. Each lock in every escape room creates unique opportunities for

	students to further develop their problem solving skills. Integrate effective communication through advancing technologies and develop interpersonal skills throughout the learning environment.
Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.	This interface focuses on providing opportunities for student growth in critical thinking and problem solving and developing collaborative skills through curriculum, not in addition to the curriculum. While the interface is fun and engaging, it is not meant to be just another thing add on to what is already a very busy school day. It is to serve to teach the existing curriculum, but in a way that adds inherent rigor and collaboration.
What is the project timeline and the date of implementation?	The subscription would run through the entire 2021-2022 school year. Growth measurements could be recorded by analyzing STAAR data for that year.
What teaching methods will be used to implement this project?	Breakout EDU offers many free online trainings for teachers to utilize their platform. I will also offer after school trainings next year for any teacher who is interested. I will also utilize my planning time or my lunch to help facilitate the first escape room if any teacher requests. Each teacher will choose how to utilize the resource to best meet their students needs.
What specific measurements will be used to evaluate the effectiveness of the project?	The impact of breakout EDU can be seen in measurable growth scores on STAAR for all students. The unique engagement and critical thinking opportunities it creates foster meaningful learning for all students. The benefits can be observed in all classrooms during its usage and the student engagement can be measured utilizing the reflection questions. Finally, through teacher data and lesson planning, the impact on classroom rigor can be recorded.

Project Budget

Total Grant Budget Requested:	999.00
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Almost done!



Project Budget Set Number 1

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Breakout EDU school-wide platform 12 month subscription
Unit Cost	999.00
Quantity	1
Total cost of items in this category:	999.00