



## Foundation For Allen Schools Grant Application

**Scholarship Fund Amount: \$0**

Application #: AP204194

Applicant First Name: Karri

Applicant Last Name: Decker

Applicant Email Address: karri.decker@allenisd.org

Gender:

Cell Phone #:

High School:

Post Secondary School:

Application Status: Submitted

### Application Questions and Answer

Question	Answer
Preferred name/name that you go by:	Karri
Best phone number to reach you at:	+12147972783
Campus	Cheatham Elementary School
Grade(s)	Kindergarten;1;2;3;4;5;6
I have co-applicants:	No
Please provide your work-related Facebook contact information.	
Please provide your work-related Twitter contact information.	@DeckerAIMClass
Name of Grant	Dash 6 Pack
Please select the MAIN curriculum area your grant addresses.	Science / STEAM

Does your grant have a technology component?	No
Will other campuses be involved/impacted?	No
Will other grades be involved/impacted?	Yes
How many students will be involved in this grant?	600
Are there any additional funds available for this grant?	No
What is the problem, need or opportunity that this grant will address? Describe the impact of this project on your students.	<p>Students need to be able to function in a world full of technology and expand their thinking to include a variety of ways to complete a task. STEAM education is growing and the more that students are surrounded by these activities helps with their critical thinking and problem-solving skills. Students will work to complete a task that incorporates STEAM: science, technology, engineering, art, and math using the materials listed in this grant to build their communication skills while working with a group. These tasks will help students gain a deeper understanding of the design process and critical-thinking.</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>Students will be introduced to the materials as soon as they can be delivered. They will be given an opportunity to manipulate the materials without any direction from the teacher. After a few weeks, students will then be given a teacher-selected task that supports one of the current topics of curriculum. Students will be able to select the material they would like to use as a group to complete the task. From week-to-week the tasks will either remain the same to allow the students an opportunity to change their product or use a different material, or the tasks will change to incorporate new concepts or problem-solving/critical thinking skills. Some of the activities might include moving an object to new spot, building a bridge to support a heavier object, creating the tallest tower using a limited amount of items, or creating a structure to conceal an object. The coding robot will be used in connection with the robots that teachers are allowed to checkout from Learner Services or our own campus Maker</p>

	<p>Space library to use during the Week of Code as well as throughout the school year. The STEAM challenges that the teachers will be incorporating during this time will require students to use their engineering skills, problem-solving skills, creativity, and communication skills to effectively complete the task, project or challenge.</p>
<p>Provide a brief summary for use on the Foundation's website and social media.</p>	<p>In the AIM classroom, these materials will be used multiple times a week. The materials will also be available for other grade levels (K-6) to use to support their integration of STEAM in the classroom, as well as during Cheatham Robotics team meetings and our new Girls Coding Club to start next school year.</p>
<p>Which Allen ISD goals/TEKS does this project support? Please provide 2 or 3 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>What specific measurements will be used to evaluate the effectiveness of the project?</p>	<p>I will conference with grade level teams, the campus librarian, and Robotics and Girls Coding Club coaches to decide what tasks were successful and which ones are not. Then we will make changes to the task based on our collaboration as well as observing how the students were during the activity: were they actively engaged? Was there talk meaningful? Did the students learn? What did they learn? We will also survey the students and ask what their thoughts are on the task. Using all of these measures, we will be able to determine the success of the activity.</p>
<p>What teaching methods will be used to implement this project?</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 the students. Students will be the decision-makers and problem-solvers. Teachers can guide the students, if needed.</p>
<p>What is the project timeline and the date of implementation?</p>	<p>Coding with Dash and Dot will begin as soon as they are delivered and will continue throughout the year, concluding in May.</p>
	<p>I believe the tasks that the students will be</p>

<p>Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.</p>	<p>involved with can only enhance the grade level curriculum as well as the experiences in Robotics and Coding Clubs. This time will be a time to enrich lessons in science, math, and technology. Some activities will support the arts. This is away to have students of differing abilities in a specific subject area work together for a common goal while supporting each other and learning from each other with multiple subject areas.</p>
<p>Total Grant Budget Requested:</p>	<p>1400.00</p>
	<p><i>K. Becker</i></p>

**Project Budget Set Number 1**

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Wonder Workshop Dash Robot 6-Pack for STEM Education
Unit Cost	875.00
Quantity	1
Total cost of items in this category:	875.00

**Project Budget Set Number 2**

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Wonder Workshop Dash & Dot Learn to Code Challenge Card Box Set
Unit Cost	38.99
Quantity	1
Total cost of items in this category:	38.99

**Project Budget Set Number 3**

Question	Answer
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Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Wonder Workshop Dot Creativity Kit Robot
Unit Cost	75.56
Quantity	3
Total cost of items in this category:	226.68

**Project Budget Set Number 4**

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Wonder Workshop Xylophone for Dash Robot
Unit Cost	38.48
Quantity	3
Total cost of items in this category:	115.44

**Project Budget Set Number 5**

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Wonder Workshop Launcher for Dash Robot
Unit Cost	27.83
Quantity	3
Total cost of items in this category:	83.49

**Project Budget Set Number 6**

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Wonder Workshop Build Brick Extensions for Dash and Dot Robots
Unit Cost	19.99

Quantity	3
Total cost of items in this category:	59.99