



Foundation For Allen Schools Grant Application

Scholarship Fund Amount: \$0

Application #: AP205962

Applicant First Name: Meghan

Applicant Last Name: Gable

Applicant Email Address: meghan.gable@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:	Meghan
Best phone number to reach you at:	+19726584902
Campus	Story Elementary School
Grade(s)	Kindergarten
I have co-applicants:	No
Please provide your work-related Facebook contact information.	
Please provide your work-related Twitter contact information.	@miss_gable
Name of Grant	All Aboard to STEAM Central
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?	No
How many students will be involved in this grant?	80
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.	Currently there is a huge demand for schools to be teaching coding. What does that look like in Kindergarten? Aren't they too young? This grant will provide the opportunity for students to participate in meaningful STEAM/coding activities. These activities will encourage creativity, critical thinking, problem solving, collaboration, and innovation. Students will engage in collaborative teamwork and problem solving to get their train/mouse/robot to its destination. Students will understand sequences and the need to give precise codes to get their desired outcome.
How will the project or program be implemented? Describe activities and tasks. Who is the target population and in what ways will they benefit?	The target population for this project is Story's Kindergarten students. The activities in this project will be implemented into the student's weekly STEAM time. These hands on learning activities will help all students learn how to work cooperatively and make real life connections. These hands on activities engage multiple types of learners. They allow kinesthetic learners to move while learning, auditory learners to hear academic talk from their peers, visual learners to see what is being created and social learners the opportunity to spend time in a small group with purposeful conversation. These various learning opportunities would also benefit our ELL students by alleviating some of the language barriers that they face.
Provide a brief summary for use on the Foundation's website and social media.	All Aboard the STEAM Train! Story's youngest Falcons are going to be coding! This grant will provide the opportunity for students to participate in meaningful STEAM/coding

	<p>activities. These activities will encourage creativity, critical thinking, problem solving, collaboration, and innovation.</p>
<p>Which Allen ISD goals/TEKS does this project support? Please provide 2 or 3 examples.</p>	<p>The following two Allen Independent School District Goals are goals that will be met using these new STEAM activities in our Kindergarten classrooms. ~Transform the traditional classroom into an innovative learning experience that meets the needs of the individual learner. – All learners will find a way to incorporate their learning style in the group learning experiences that these coding/STEAM activities will provide. ~Transform the learning environment by increasing rigor and encouraging innovation so that students become effective problem solvers. –Students will become innovators, critical thinkers and problem solvers by trying to get the train to its destination correctly, the mouse to the cheese given the right steps, and getting Botley to complete his obstacle courses. This project also supports Allen ISD's Graduate Profile: Academically Prepared for Future, Pursuits Effective Problem-Solvers, Effective Communicators, Responsible and Engaged Citizens</p>
<p>What specific measurements will be used to evaluate the effectiveness of the project?</p>	<p>The success will be measured through teacher observation of students during the STEAM activities. Also, the project's effectiveness will be measured by students' responses to the reflections questions that will be discussed whole group. Improvements in students' ability to solve problems and work cooperatively with various group members will be an effective outcome. We will also look to see if the students were able to work together to create a successfully coded route for the train/mouse/robot.</p>
<p>What teaching methods will be used to implement this project?</p>	<p>The awesome thing about these STEAM activities is that it is completely student-driven learning. The following instructional methods will be used: collaborative learning, critical thinking skills, project- based learning.</p>
<p>What is the project timeline and the date of implementation?</p>	<p>Once the activities are purchased, we would begin using the them immediately, every week.</p>
	<p>This project supports Allen ISD's goals of transforming the traditional classroom into an</p>

Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.	innovative learning experience, increasing the rigor and encouraging innovation so that students become effective problem solvers, and fosters sustainable opportunities for every student to become a responsible and engaged citizen. These coding activities also support the Allen ISD STEAM center, it provides our Kindergartners opportunities to engage, explore, and extend critical thinking within our current curriculum.
Total Grant Budget Requested:	301.36
	<i>M. Gable</i>

Project Budget Set Number 1

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Learning Resources Code & Go Robot Mouse Activity Set
Unit Cost	37.99
Quantity	1
Total cost of items in this category:	37.99

Project Budget Set Number 2

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	LEGO® Education Coding Express
Unit Cost	198.95
Quantity	1
Total cost of items in this category:	213.95

Project Budget Set Number 3

Question	Answer

Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Learning Resources Botley the Coding Robot Activity Set
Unit Cost	49.42
Quantity	1
Total cost of items in this category:	49.42