

Grant Number 1209

Project Title To STEAMfinity and BEYOND!

Please select the **MAIN** curriculum area your grant addresses. Science

Does your grant have a technology component? (Will you have technology equipment, software, etc. in your budget?)
 No
 Yes

Primary Contact Information

First Name Christina

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Last Name Oonk

Phone Number 972-396-6924

Campus Anderson Elementary

Main Subject Science - Elementary

Grade(s) 2

I have co-applicants.

Social Media

Please provide your work-related social media contact information.

Facebook

Twitter @oonk2nd

Other (please specify)

Grant Number 1209

Campus/Student Information

Your campus: Anderson Elementary

Will other campus' be involved/impacted by this grant?
 No
 Yes

Your grade(s): 2

Will other grades be involved/impacted?
 No
 Yes

Please select all grades that will be involved/impacted by the grant.

- 1
- K
- 3
- 4
- 5
- 6

Project Purpose

What is the problem, need or opportunity that this grant will address? Describe the impact of this project on your students. (500 words or less.)

Students in second grade 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. Every Friday, students will work with a group 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.

Project Description

How will the project or program be implemented? Describe activities and tasks. Who is the target population and in what ways will they benefit? (500 words or less.)

Second grade students will be introduced to the materials during the first few weeks of school. 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 to use during the Week of Code as well as throughout the school year. The STEAM challenges that the second grade 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.

Project Summary

Provide a brief summary for use on the Foundation's website and social media. (2-3 brief sentences)

In second grade classrooms, these materials will be used weekly (typically Friday morning). The materials will also be available for other grade levels (K-6) to use to support their integration of STEAM in the classroom.

Allen ISD Goals/ TEKS

Which Allen ISD goals/TEKS does this project support? Provide only two or three examples.

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.

Measurement

What specific measurements will be used to evaluate the effectiveness of the project? (500 words or less)

As a second grade team, we will conference 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 should be able to determine the success of the activity.

Teaching Methods

What teaching methods will be used to implement this project? (500 words or less.)

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.

Timeline

What is the project timeline and the date of implementation?

To STEAMfinity and BEYOND would begin within the first few weeks of school and continue throughout the year, concluding in May.

Curriculum/System Support

Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.

I believe the tasks that the students will be involved with can only enhance the second grade curriculum as well as the curriculum in other grades. This time will be a time to enrich lessons in science, math, and technology. Some activities will support the arts. This is a way 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.

Budget Details ** All awarded funds will be available by September of the next school year.

Budget Item	Item Type	Unit Cost	Quantity	Total Cost
Bloxels Build Your Own Video Game	Technology	20.0	3	60.0
Brain Flakes	Instructional Supplies or Resources	20.0	3	60.0
ZOOB Builders	Instructional Supplies or Resources	42.0	3	126.0
Picasso Tiles	Instructional Supplies or Resources	35.0	3	105.0
Roylco Straws and Connectors, Pack of 400	Instructional Supplies or Resources	27.0	3	81.0
Learning Resources Botley the Coding Robot	Technology	55.0	6	330.0

BUDGET TOTAL 762

Are there any additional funds available for this grant? Campus or District Funds? PTA funds? Let us know if you have or will be seeking funds from other sources to help with this project.

Additional funds? No
 Yes

Principal Approval Required

Please provide the Name and Email of your PRINCIPAL. (Not your name)

First Name	Last Name	Email Address <small>(Completed)</small>
Alana	Chisum	alana.chisum@allenisd.org

Applicant Signature

By entering my name below I signify that I understand that if I move within the District and have written the grant myself, I may take the grant with me to my school (as long as it is appropriate for my classes). If I have written the grant as part of a team, I will leave the grant behind with the team. If I leave AISD, I will leave the grant with the school for which I wrote the grant. As a condition of this grant, I will complete an evaluation form provided by the Foundation.

Signature Christina Oonk

Date 01/30/2019

I certify that this would be a good use of funds for our school and this grant supports the district goals and/or our campus improvement plans. **Do NOT include any identifiers, such as: campus name, your name, teachers name or mascot **

No actions possible.

Comments

This grant aligns with goals and objectives in the campus improvement plan.

State Change History

State Change christina.oonk@allenisd.org
01/30/2019 18:16:04
Submitted

State Change *****
01/30/2019 19:01:34
Accepted

Grant Status

Grant Awarded Yes
 No

Award Amount 762