

## General Information

Grant Number	846
Project Title	Breakout EDU- Taking Student Engagement to the Next Level
Please select the <b>MAIN</b> curriculum area your grant addresses.	Social Studies
Does your grant have a technology component? (Will you have technology equipment, software, etc. in your budget?)	<input checked="" type="radio"/> <b>No</b> <input type="radio"/> <b>Yes</b>
<b>Primary Contact Information</b>	
First Name	Renee
Email	renee.nelson@allenisd.org
Last Name	Nelson
Phone Number	972-908-8780
Campus	Preston Elementary
Main Subject	Social Studies
Grade(s)	<input type="text" value="6"/>
I have co-applicants.	<input type="checkbox"/>
<b>Social Media</b>	
Please provide your work-related social media contact information.	
Facebook	
Twitter	@6thMsNelson
Other (please specify)	

## Describe details of the project

Grant Number	846
<b>Campus/Student Information</b>	
Your campus:	Preston Elementary
Will other campus' be involved/impacted by this grant?	<input checked="" type="radio"/> <b>No</b> <input type="radio"/> <b>Yes</b>
Your grade(s):	6
Will other grades be involved/impacted?	<input type="radio"/> <b>No</b> <input checked="" type="radio"/> <b>Yes</b>
Please select all grades that will be involved/impacted by the grant.	<input type="text" value="5"/>
<b>Project Purpose</b>	
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.)	
<p>Unlock learning and up engagement to take learning and reviewing to the next level. Playing carefully planned games allows students to connect with content, develop communication and strategic thinking skills, bring more STEAM skills into our classroom, and above all, engage in meaningful learning. It gives students a strong sense of leadership and ownership of their learning. They thrive and learn when given new unique challenges. Games provide engaging challenges and are a vehicle to integrate content. Breakout Edu is a framework for developing immersive games with a decoding premise and a goal for unlocking codes/locks to solve a mystery. BreakoutEdu was developed as a gaming experience that educators can use to</p>	

engage learners of all ages. It's very similar to and inspired by the escape rooms that have become so popular lately. By combining clues, technology, and teamwork, students must use higher-level thinking strategies to break into a heavily locked box.

### 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.)

While I am applying for this grant under the Social Studies umbrella, I plan to use this in my ELA class I teach too.

1. This will make reviewing content more engaging, challenge students develop communication and strategic thinking skills.
2. This will allow for innovation in the classroom both from my curriculum preparation, and students will be able to design their own challenges too which will take learning to the next level.
3. This can be used for staff development and teaming building as well.

### Project Summary

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

Taking student engagement to the next level through dynamic and challenging game play to review content, develop communication and critical thinking skills. This will taking learning to a higher level through both teacher content planning, and student designed breakout challenges too.

### Allen ISD Goals/ TEKS

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

(26) Listening and Speaking/Listening. Students will use comprehension skills to listen attentively to others in formal and informal settings. Students will continue to apply earlier standards with greater complexity. Students are expected to:

(A) listen to and interpret a speaker's messages (both verbal and nonverbal) and ask questions to clarify the speaker's purpose and perspective;

(B) follow and give oral instructions that include multiple action steps; and

(C) paraphrase the major ideas and supporting evidence in formal and informal presentations.

(27) Listening and Speaking/Speaking. Students speak clearly and to the point, using the conventions of language. Students will continue to apply earlier standards with greater complexity. Students are expected to give an organized presentation with a specific point of view, employing eye contact, speaking rate, volume, enunciation, natural gestures, and conventions of language to communicate ideas effectively.

(28) Listening and Speaking/Teamwork. Students work productively with others in teams. Students will continue to apply earlier standards with greater complexity. Students are expected to participate in student-led discussions by eliciting and considering suggestions from other group members and by identifying points of agreement and disagreement.

Preparing our students for future success in careers by equipping them with 21st Century skills is the ultimate goal. The Allen ISD Strategic Planning Objectives and Strategies guide, it lists the following top priorities:

- 1) Transforming the traditional classroom into an innovative learning experience that meets the needs of the individual learner.
- 2) Transforming the learning environment by increasing rigor and encouraging innovation so that students become effective problem-solvers.

### Measurement

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

Breakout Challenges success will be measured through student engagement, work ethic, enthusiasm, how well they can communicate what they have learned, the feedback from their peers, teachers, and administrators, and from parents as well. The teacher can also prepare rubrics to communicate expectations and to assess student performance. Students can also use rubrics to evaluate their own performance and efforts, make adjustments, and plan to improve their future breakout experiences.

### Teaching Methods

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

Critical thinking, research, problem-solving, and other STEAM skill will be taught. The students will also be able to see how 21st Century learning and technology can enhance their daily lives to facilitate learning. The students will also have the opportunity to create breakout challenges for other students.

#### Timeline

What is the project timeline and the date of implementation?

As soon as kits are purchased and received they will be implemented immediately.

#### Curriculum/System Support

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

Allen ISD Strategic Goal: Cultivate innovation and increase student success by engaging students in rigorous and relevant learning experiences that will prepare them for graduation and post-secondary success.

Technology Application TEKS:

Breakout Challenges will enhance/support all four strands: foundations, information acquisition, work in solving problems, and communication. Through the study of technology applications foundations, including technology-related terms, concepts, and data input strategies; students learn to make informed decisions about technologies and their applications. The efficient acquisition of information includes the identification of task requirements; the plan for using search strategies; and the use of technology to access, analyze, and evaluate the acquired information. By using technology as a tool that supports the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create a solution, and evaluate the results. Students communicate information in different formats and to diverse audiences. A variety of technologies will be used. Students will analyze and evaluate the results.

### Budget details

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

Budget Item	Item Type	Unit Cost	Quantity	Total Cost
Breakout EDU Kit with Platform Access	Instructional Supplies or Resources	150.0	1	150.0
Breakout EDU Kit without Platform Access	Instructional Supplies or Resources	125.0	5	625.0

BUDGET TOTAL 775

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

### Signature page and principal contact

Principal Approval Required

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

First Name	Last Name	Email Address(Completed)
Johnna	Walker	johnna.walker@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 Renee Nelson

Date 02/02/2018

### Principal's approval form

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

Approve

### History and final disposition of application

#### State Change History

State Change \*\*\*\*\*  
02/02/2018 22:53:27  
Submitted

State Change \*\*\*\*\*  
02/05/2018 10:21:48  
Accepted

#### Grant Status

Grant Awarded  Yes  
 No

Award Amount