

Grant Number 1231

Project Title Building Math Muscle Through Reading for Relevancy and Gaming

Please select the **MAIN** curriculum area your grant addresses. Math - SecondaryDoes your grant have a technology component? (Will you have technology equipment, software, etc. in your budget?)
 No
 Yes

Primary Contact Information

First Name Therese

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Last Name Tracey

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Campus Ereckson Middle School

Main Subject Math - Secondary

Grade(s) Please select all applicable.

I have co-applicants.

Social Media

Please provide your work-related social media contact information.

Facebook

Twitter @ErecksonTracey

Other (please specify)

Additional Grant Applicants

	First Name	Last Name	Campus	Grade
Laurie		Merrick	Ereckson Middle School	7/8

Grant Number 1231

Campus/Student Information

Your campus: Ereckson Middle School

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

Your grade(s):

Will other grades be involved/impacted? No
 Yes

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.)

Resource Math is a class provided to students who are two or more years behind their grade level peers, have not been successful at passing STAAR math test, and other least restrictive. This class is geared to assist these students by helping to fill in any gaps in learning they have experienced and provide for practical application of the skills learned. The resource math class also provides a safe haven for math exploration without the fear of ridicule from their peers or feeling that they are lagging behind their "on-level" peers. Students learn to share to what they know and ask questions in a smaller class size grouping.

One of the greatest needs for these students is helping them to see the relevancy of math in their lives. The second need is creating an emotionally safe and fun learning environment. I am hopeful this grant will be awarded to help me meet these two needs of the these students. The first need: relevancy. I would like to provide the students an opportunity to read, discuss and solve math related topics that are interesting and related to topics they enjoy. This math-literacy-relevancy need can be met through a math magazine called Scholastic Math. This magazine relates math to the students in an engaging way and also includes practice problems. Reading and solving relevant and real-world math problems together will build the students' stamina and confidence in a subject that many find intimidating and daunting. The second need to create a fun and safe learning environment can be produced by playing cooperative math games. Playing games together helps to build camaraderie, confidence and social skills. In addition to the skills of math and logic the students will employ during the play of the board games, they will practice and learn the importance of playing by the rules and the art of communication with their peers. These are vital and intangible skills that many of the students enrolled in the class need: gentle, but direct instruction. What better way to learn these skills than through board games!

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.)

The reading and team solving portion of this program will be implemented twice a week. Students will vote on the two articles that will be read as an entire class. The students will be intentionally grouped to solve the challenge questions found in the Scholastic Math magazine. We will discuss as a class how math was used in the article and its importance/relevance outside of the classroom. Groups will be given opportunities to share how they solved the math challenge found at the end of every article. Students that wish to continue to read outside of class will be given the opportunity to take the magazine and work out extra problems, independently, for extra credit.

The gaming part of this project will be implemented at least twice a month as an entire class. Students that finish their work early, with competency, will be given opportunities to play the games more often. This type of independent play will enable the students to monitor their own actions as well as provide an opportunity for the teacher to continue to work with struggling students. The SPED students will be the student population targeted and will benefit from learning how to work together as a team, with teacher direction and will learn how to work with and without each other independently.

Project Summary

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

The teacher, with the help of the Instructional Coach, will post to the Foundation's twitter page pictures of the grant in action. Posts will include gratitude for the foundation and donors as well as a description of the activity and the impact this is making on student learning.

Allen ISD Goals/ TEKS

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

These TEKS are very typical of the two areas that the resource students struggle in most, as provided by data collected from benchmarks, classwork, simulations, on-line evaluations, and STAAR testing.

TEKS: 7.1(A) and 8.1(A) States that the student should apply mathematics to problems arising in everyday life, society, and the workplace. This will be supported directly by the use of the Scholastic Math magazine.

TEKS: 7.1(B) and 8.1(B) States that the student should use a problem-solving model that incorporates analyzing given information, formulating a plan or strategy, determining a solution, justifying the solution, and evaluating the problem-solving process and the reasonableness of the solution. This will be supported directly by the utilization of the Scholastic Math magazine and the math board games.

Measurement

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

The effectiveness of the "Reading for Relevancy in Math" project will be evaluated by conducting a pre- and post assessment which will include specific questions pertaining to the reading from the Scholastic Math magazine.

The gaming project will be evaluated by collecting qualitative data by observing students and by having the students fill out "exit tickets" after the games and working the magazine problems. Students will be evaluated by growth in social skills as well as the demonstration of verbal reasoning skills.

Teaching Methods

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

The teaching methods for the "Reading for Relevancy" will be techniques the students use in their ELA classes: reading to get the gist (read aloud as a class), highlight the most important information (think), pair/share with a partner the highlighted sentences with an explanation as to why they chose this portion to highlight. Then the students will work out the problem in small groups. They will check their work with each other.

Timeline

What is the project timeline and the date of implementation?

The project will occur over the entire school year. The date of implementation will occur as soon as the first magazine or games are delivered.

Curriculum/System Support

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

This project directly supports two of the Allen ISD core beliefs about curriculum: it provides for rigorous and relevant learning and it promotes future ready learning outcomes. The relevant reading and the games are rigorous and engaging Both provide opportunities to learn the soft skills necessary for the future ready student.

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

Budget Item	Item Type	Unit Cost	Quantity	Total Cost
Scholastic Math Magazine	Instructional Supplies or Resources	8.49	48	407.52
Conceptual Math Media Equate: The Equation Thinking Game	Instructional Supplies or Resources	31.9	4	127.6
Proof! - The Fast Paced Game of Mental Math Magic	Instructional Supplies or Resources	17.99	4	71.96

BUDGET TOTAL 607.08

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>
Leslie	Norris	leslie.norris@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 Therese (Teri) Tracey & Laurie Merrick

Date 02/01/2019

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

Approved as an application for submission.

State Change History

State Change therese.tracey@allenisd.org
02/01/2019 10:53:06
Submitted

State Change *****
02/01/2019 13:35:59
Accepted

Grant Status

Grant Awarded Yes
 No

Award Amount 608