



Foundation For Allen Schools Grant Application

Scholarship Fund Amount: \$0

Application #: AP241529

Applicant First Name: Michelle

Applicant Last Name: Stewart

Applicant Email Address: michelle.stewart@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:	Michelle
Best phone number to reach you at:	+12142515535
Campus	Olson Elementary School
Grade(s)	1;2;Kindergarten
I have co-applicants:	No
Please provide your work-related Facebook contact information.	
Please provide your work-related Twitter contact information.	@mrsmjstewart
Name of Grant	Fact Fluency Gamified!
Please select the MAIN curriculum area your grant addresses.	Math – Elementary

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?	180
Are there any additional funds available for this grant?	No
<p>What is the problem, need or opportunity that this grant will address? Describe the impact of this project on your students.</p>	<p>Students need many opportunities to be exposed to fact fluency before they can master their facts at the level of application within harder problems. According to the TEKS, "students must develop a robust sense of number" in order to become mathematically fluent. Math fact fluency is not developed through drill and practice which develops memorization, but no conceptual understanding which is needed for mastery and application. Teachers need quality resources to assist students in obtaining these many opportunities for students. This grant will provide research-based games that are engaging and provide students the multiple touches they need to master their facts. Students will gain confidence in their math ability when they know their facts to the level of application. As a result of this confidence, students will be more motivated and engaged in learning math. Students that know their facts and can apply them have a strong foundation on which to build more difficult math concepts.</p>
<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>	<p>Students K - 2 are going to 3rd grade not knowing their facts to the level of application. They need exposure in many different ways in order to reach the needed rigor. This grant will purchase fact fluency games for the classrooms to be used during learning station time. They will be independent and small group games to be played while the teacher is working with a small group. The games can also be played with the teacher at teacher table or during other adult guided times with parent volunteers. If we can get kids strong in this skill before they go to 3rd grade we will have much better mathematicians for LIFE! It</p>

	<p>will set them up to be prepared for all future math concepts. Being fluent with addition and subtraction facts will set kids up for success when they begin their work with multiplication and division.</p>
<p>Provide a brief summary for use on the Foundation's website and social media.</p>	<p>Olson Elementary is gamifying math fact fluency in the classroom! Using games is providing students the exposure in many different ways to provide students with an engaging way to master their math facts.</p>
<p>Which Allen ISD goals/TEKS does this project support? Please provide 2 or 3 examples.</p>	<p>The most direct TEKS that will be supported is 2.4A The student is expected to recall basic facts to add and subtract within 20 with automaticity. However, this cannot happen in second grade alone. Prior to this students subitize (1.2A and K.2D) and compose and decompose to 10 (1.3C & K.2I). They will use these skills to support them in all future mathematics. In 2nd grade, students are expected to add and subtract within 1,000. It is very difficult for students to do that successfully when they don't know that 7 and 3 more make 10 with automaticity.</p>
<p>What specific measurements will be used to evaluate the effectiveness of the project?</p>	<p>Students' ability to recall facts and have a conceptual understanding will be apparent in all of the work they do every day. Students are asked to demonstrate their understanding through daily number talks, at teacher table, and during problem solving. How students perform on a daily basis in math and the confidence they have will demonstrate the effectiveness of the fact fluency games being played.</p>
<p>What teaching methods will be used to implement this project?</p>	<p>Each classroom will have 3 - 5 games ready to be played at any time. They will be played during learning stations and at teacher table depending on the level of support each student needs. These easy to implement games will be played daily for 5 - 10 minutes a day. Because there is a variety of games, students will remain engaged and motivated to learn their facts.</p>
<p>What is the project timeline and the date of implementation?</p>	<p>These games will be played from the beginning of the year in 1st and 2nd grades and second semester in Kindergarten. The games will be reusable for years to come.</p>

Explain how this idea or project enhances/supports Allen ISD curriculum or existing systems.	Lowering math anxiety and increasing student math confidence will grow strong mathematicians! Developing students' fact fluency and computational skills will build strong problem solvers, an identified skill for success.
Total Grant Budget Requested:	1000
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Project Budget Set Number 1

Question	Answer
Item Type	Instructional Supplies or Resources
List item to be purchased under item category:	Hand 2 Mind fluency games: https://docs.google.com/document/d/1bkJBzxRiFt3uqooak64YVkbL_aMLYKJuVBCL_C
Unit Cost	25.00
Quantity	36
Total cost of items in this category:	1000.00