Rowan Partners for Education Mini-Grant Application

The Rowan Partners for Education grant program will award Rowan-Salisbury educators and staff for creative and innovative school projects. The Rowan Partners for Education Board of Directors sincerely hopes these grants continue to inspire teachers/staff and serve as a catalyst for a lifetime of learning.

Grant applications are accepted and awarded two times each year. For grant consideration, applications must be submitted electronically through this form to the Office of District Strategy by the following date:

Nov 2, 2018 (Notification in early December).

To view the rubric used to evaluate all grant submissions, please view this link: https://www.partners4education.org/mini-grants.html

If you have any questions regarding the mini-grant process please contact Andrew Smith at smithaj@rss.k12.nc.us

Title of Grant Request *

Bringing Learning to Life

Applicant Name *

Katie Bostian

Additional Applicant Names (if applicable)

Email Address *

katherine.bostian@rss.k12.nc.us

Position or Job Title *

ESL

School or Department *

Knollwood Elementary

Provide a summary statement. This statement should be one sentence describing the grant request. (Example: I am requesting $400 for the purchase of a 3D printer.) *

We are requesting $2057.61 for the purchase of a stand-alone Virtual Reality Headset, Learning Alive Augmented Reality learning system, and a Qball to help better prepare English Language Learners for 21st century learning.

Provide the primary goal of the project. *

The ultimate goal for this project is to give students a reason to love learning and increase academic achievement in literacy and mathematics.

Provide your project activities/objectives *

Learning Alive Studio brings an augmented reality experience that makes learning four dimensional. Animated characters like Amos the Alligator foster a love for art while Students can fully interact with animals. The animal studies help promote a love for science. The student can also fully interact within their learning environment through stories and math. Learning Alive's augmented reality experience will develop the reading, writing, spelling, listening, mathematical, and creative skills that every student must develop to be successful. The objective of the Learning alive Program is to help beginning and at-risk students improve their literacy and math skills through learning about what they love: animals! Students being exposed to Learning Alive will perform at grade level and master the basics to succeed in subsequent grades.

In an augmented reality environment, you use an AR-enabled mobile device to display information or media from the card as your device "sees" the target and the image becomes interactive. Imagine pointing your tablet at a piece of artwork and having the device fill with media or information that integrates, complements, or extends the learning experience. The Learning Alive Studio brings learning to life with a fully integrated solution. This program brings math, science, social studies, art, and reading to life, literally! The students will be immersed in these subjects in an augmented reality environment. Furthermore, the addition of Virtual Reality to the classroom learning will add "real World" experiences for our students to be immersed. Children can travel the world and never leave the classroom! These experiences have been proven to give the student realistic and authentic learning experiences. Students will not be able to resist learning! Our students will be amazed and enthralled and this type of engagement will produce students as lifelong learners. The true goal of any educator is to reach all of their learners! Learning Alive will give many opportunities to be creative and to build situations that foster a love for learning and an increase in academic achievement for students!

Objectives

The goal of the ESL program is to help students develop language skills necessary to be successful students and members of society. This can be done most effectively by meeting the following objectives:
1.   to nurture self-pride and self-identity in each student's linguistic and
cultural heritage.
2.   to develop proficiency in the English language.
3.   to reach a level of proficiency in reading, writing, speaking, and

listening as outlined in the North Carolina State Standards.

4. to reach a level of proficiency in all content areas.

Provide the number of students impacted *

300

What are the measurable outcomes that you expect to achieve as a result of the project? *

Bringing Learning to Life will have the following positive outcomes:

● As a result of participating in Bringing Learning to Life, students and teachers will demonstrate the ability to utilize an inquiry-based approach with an opportunity to identify and evaluate errors, and to independently make adjustments and corrections.

● As a result of participating in Bringing Learning to Life, Knollwood Elementary School students will increase their literacy skills, as evidenced by pre and post project formative and summative test results.

● As a result of participating in Bringing Learning to Life, Knollwood Elementary School students will increase their math achievement scores, as evidenced by pre and post project formative and summative test results.

● All students at Knollwood Elementary School will develop products to solve inquiry-based challenges. In addition, students will be able to utilize the engineering design process as part of a product development cycle in order to demonstrate mastery of related concepts, as evidenced by project evaluation rubrics and teacher evaluation.

What is your budget for this grant application? Please list materials (one per line) with the quantity, unit cost, and total cost. *

Learning Alive Studio- 1495.00
Qball- 179.00
Oculus Go- 249.00

Total requested amount (note: enter three amounts). The three amounts you need to include are: the cost for tax, the cost of shipping, and the full total amount requested. *

Tax- $ 134.61
Shipping- 0
Total- $2057.61

Please provide a summary identifying potential ways for continued utilization after grant funding time frame; potential school or district-wide networking concerning project effectiveness; and why you believe that your grant request is "innovative". *

This project is an innovative way to break down the many barriers that English Language Learners face in the classroom and give them valuable hands-on experiences with their learning. Bringing Learning to Life levels the playing field for students who might not be able to travel due to economic or physical limitations. The value of Virtual and Augmented Reality brings to the classroom goes far beyond the variety of lessons that can engage and excite learners; it's a tool for egalitarianism. Students become immersed in their learning and in doing so, makes it easier for them to cope in the classroom. Our 200 plus English Languages Learners will be afforded experiences that will bring abstract concepts to life, which will help them engage and embrace learning in a way that will help them better develop many necessary skills. Students can travel to Mars, visit the Eiffel Tower, or travel through the different body systems effortlessly within a virtual world. Letters of the alphabet, numbers, and sentences spring to life making learning tangible. If this were not enough, Virtual/Augmented reality experiences are not consumable and can be utilized from year-to-year. This gives the potential to reach new students every year.

Administrative Recommendation - Please copy your principal's recommendation here. Note to principals: please indicate how the project will benefit your school, staff, students should this grant be awarded. Include how it exhibits a new approach, creative use of an existing idea, or makes use of space, materials, or technology. *

Shonda Hairston
3075 Shue Road
Salisbury, NC 28147
April 10, 2017

Dear Members of the Selection Committee:

It is my extreme privilege and pleasure to write the strongest possible letter of support for our Bringing Learning to Life project. Our School Improvement Team, our School District, and the Rowan County School System has been dedicated to our student's improvements in academic achievement. We have watched as our students have fallen further and further behind in academic content areas and feel it is our responsibility to provide rigorous activities and experiential learning experiences to help our students achieve success in the classroom.

This program, when funded, will align with and emphasize content area literacies important place in the school. We recognize that many different studies support that teaching STEM skills, providing experiential learning activities, and academic achievement are closely linked. If we are to improve our students' academic achievement, we must realize that helping children stay mentally sharp and excel academically is of utmost importance. For children to reach their full potential, they need to be immersed in 21st century activities that include Problem/Project based learning accompanied by technology integration in a Blended Learning environment.

Knollwood Elementary School is requesting $2057.61 from Rowan Partners for Education to help support this program that makes a meaningful difference in the lives of our youth. A contribution from Rowan Partners for Education will give us the jumpstart we need while we continue to implement our recently developed Restart Plan plan.

The project leader, Mrs. Katie Bostian, has dedicated her life to the improvement education of English Language Learners. She is a very dedicated individual and works tirelessly to help our learners to succeed and is shown that she is more than capable of running this project.

We believe that the Bringing Learning to Life program is consistent with the mission and interest of Rowan Partners for Education, and

hope that you will find it in your hearts and budget to support this program. If I can provide additional information to encourage consideration of our request, please feel free to contact me at 704-857-3400.

Most sincerely,

Shonda Hairston
Principal

Principal's Name and Email Address *

shonda.hairston@rss.k12.nc.us

This content is neither created nor endorsed by Google.

Google Forms