**2019 Innovation Grant Award Recipients**

(7 grants were awarded totaling over $22,000)

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| School: | Middle School |
| Awarded To: | Peter Zacchilli |
| Title: | Using Technology to Improve Student Health, Academic Readiness and Social and Emotional Learning |
| Summary: | “Personal health impacts all aspects of a student’s life and technology is integrated into every aspect of their life and must be incorporated into learning. The IHT Spirit System is a personal motivator that provides a high tech, data-driven exercise prescription through a 1:1 personalized learning experience by encouraging students to take ownership of their health. It sends a daily summary report and journaling prompt to both students and parents as soon as class is over to engage and educate families beyond the school day and aggregates the data up from the individual to the district level. We have taken to heart the ongoing brain research that has revealed the significant role physical activity has on brain development (academics) and social and emotional learning. As a result, we would like to expand our PE effective practices and utilize 1:1 technology which can link PE to academics and social and emotional learning for all students - including those with special needs - while engaging parents and staff daily.” |
| Amount Awarded: | $4,400 |

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| School: | Mindess School |
| Awarded To: | Carolyn Breault |
| Title: | Everything But the Kitchen Sink – A Recipe for Dynamic Student Stories |
| Summary: | “Writing, whether it be narrative, persuasive or a response to informational text is based on organized thoughts and creativity. The chrome web app, Book Creator, and it's optimal collaboration tools will allow students to combine many skills in technology and curriculum knowledge to create ebooks that can be published, shared and read by all students through the creation of an online library. Students will combine their prior experience with green screen technology, robotics, imovie and other apps to collaborate and create stories that share science and social studies topics in a fun, challenging and rewarding way. Students will be able to demonstrate their learning through published stories that can be read by students, to students in English or in a student’s native language. This grant proposal brings content knowledge in science, social studies and literacy together to provide another tools for students to share their mastery of content information in a creatively and it does so while providing a platform for a diverse population of learners.” |
| Amount Awarded: | $3,323 |

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| School: | Mindess School |
| Awarded To: | Carolyn Breault |
| Title: | Construct, Code, Dream, Create |
| Summary: | “We've heard the line, "If you build it, he will come" from a famous baseball movie, Field of Dreams. This line also describes what will happen when kids get their hands on legos. If they have hands-on access to build and create, they will come to class with excitement and their creativity will be allowed to soar. The initial stage of this grant project will allow students to build a robot and it will allow them to do it at their own pace and learning style - read directions; follow picture instructions, get step by step help from an app. When they complete the construction, students will then be able to code their creation. They will have the ability to program their robot to move, complete tasks, show emotion and interact with other objects. The next phase of this project will lead students into dreaming about new characters they could create and how they can code new adventures for themselves and for their robot. Students will work together to build, program and dream of ways to advance their basic understanding of coding into their own personal creations.” |
| Amount Awarded: | $3,824 |

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| School: | Mindess School |
| Awarded To: | Claudia Bennett and Lisa Lamphier |
| Title: | Mindess Runs the World |
| Summary: | “We (as Educators) need to bring the world to the student’s classrooms and prepare them for the 21st century. The virtual reality Google Expedition Kits immerse students in the world around them. Students can run a marathon with elite Kenyans, swim with sharks, visit erupting volcanoes and experience diverse cultures in faraway places. These devices provide students with authentic learning experiences using current technologies. At Mindess, we considered ways to add to the Mindess Marathon experience. How could we enhance the experience, make it more authentic, perhaps further encourage a love of running, a life of activity. From that conversation came the idea of offering students a way to participate in a marathon virtually.  From that idea, came this proposal, to bring the world to Mindess and to do so for more than just the Marathon. So this year, in conjunction with the AEFI, the 26.2 Foundation and the BAA we hope to add a 21st century piece to the Mindess Marathon. Not only will this grant provide students the virtual experience of running a marathon, but students will be able to take virtual field trips around the world.  Not only will Mindess students run with elite Kenyans, they will swim with sharks, visit erupting volcanoes and experience diverse cultures from far-away places.” |
| Amount Awarded: | $4,000 |

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| School: | Pittaway Preschool |
| Awarded To: | Jillian Gawlik |
| Title: | Versatile Dramatic Play |
| Summary: | “For years, kitchen equipment, including fridges, stoves, and sinks, was a staple in any early childhood setting. However, the needs and diversity of preschool aged students is changing and the way teachers set up their classroom should reflect that. The idea of a versatile dramatic play center is a new idea, but it instills in students the message that I teach them everyday: That they can be anything they want to be when they get older. With dramatic play equipment that can be easily manipulated and arranged to create a variety of different play opportunities, students could pretend to be a fireman one day, an astronaut the next, a zookeeper, construction worker, chef, or a doctor! (The ability) to create a dramatic play space in my classroom that could enhance maximum creativity and social emotional skills within my students, while also helping them discover their individual interests and skills. Additionally, this equipment could eliminate gender roles within my classroom. I’m hoping that the success of my versatile dramatic play center will be motivating for other teachers to ditch the basic kitchen.” |
| Amount Awarded: | $1,220 |

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| School: | Mindess School |
| Awarded To: | Dan Powers and Bethi Ledoux |
| Title: | Cricket |
| Summary: | “The ultimate goal of this project is to introduce a unit that most kids are unfamiliar with in hopes of garnering an appreciation for a game from a different culture. In doing this, students will learn a new activity while getting the opportunity to embrace the diversity of their classmates. Keeping a curriculum that caters to the school population will be increasingly important as the demographics of students continue to change. As physical educators our end goal is to give the proper knowledge to students on how to live a physically literate lifestyle. By teaching them culturally responsive games in addition to other units that align with what the outside community is interested in, living that healthy and active lifestyle will be more achievable.” |
| Amount Awarded: | $1,392 |

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| School: | Pittaway Preschool |
| Awarded To: | Kathy Silva and Sara Davidson |
| Title: | Interactive 3-in-1 Easel for Pittaway |
| Summary: | ***“***Interactive smart boards expand the teaching options for educators and are very motivating and interesting to students. Use of a 3 in 1 easel will allow instruction to fuse technology with other skill development, including socialization, gross and fine motor, communication and pre-academic skill development. The easel allows the interaction to occur on the floor or tabletop or easel which for preschool students is exactly the flexibility they need. The goal is to provide technology to preschool students and increase teaching interventions while also addressing the developmental needs of our youngest learners. “ |
| Amount Awarded: | $4,197 |