



Classroom Innovation Grant Application *(formerly Venture Grants)*

Deadline - October 27, 2010

Overview

The information that you will include in the attached application form will provide the LPEF Grants Committee with the data needed to determine whether or not to fund your project. Applications may be from staff, students, parents or community members who partner with School District of La Crosse staff. Applications for other opportunities with the Foundation are available for download on our website at www.lpefonline.org.

Guidelines

- Grants must serve the students in the School District of La Crosse.
- Projects must be innovative, creative and new funding initiatives within the School District of La Crosse.
- The grant may be denied if another funding source might be more appropriate.
- Project funds must be spent by May of 2012.
- Interim and final reports will be required.
- Payments for services of La Crosse School District employees are prohibited.

Criteria

Applications will be reviewed on a competitive basis by the Grants Committee of the La Crosse Public Education Foundation. Priority is given for Classroom Innovation Grants that:

- meet multiple educational objectives
- align with district/school/curricular goals
- impact a variety of students and/or schools
- are collaborative
- are sustainable

Please see the Classroom Innovation Grant evaluation rubric for the grant proposal evaluation criteria. Although most applications are worthy of awarding, the committee has limited funding and must set priorities that help the foundation fulfill its mission.

Instructions

- € Complete the following grant application.
- € Save as a Word document. Name the document the same name as your grant proposal.
- € Print page 1 of the application. Sign and obtain other necessary signatures. Submit a paper copy of page 1 to the La Crosse Public Education Foundation at Hogan via inter-school mail or by mail to P.O. Box 1811, La Crosse, WI 54602-1811.
- € Submit the entire application electronically to lpef@centurytel.net.
- € Both the paper copy and electronic copy must be received no later than 5:00 p.m. on October 22, 2010.

If you have questions, please contact Geva Thole at 608-397-0176.



**La Crosse Public Education Foundation
Classroom Innovation Grant Application**

Section 1: Personal Information:

Name : Arthur (John) Schmidt & Thomas Lawrynk

School: Central High School

Position/Title: Math Teacher & English Teacher/Central Strategy Advisors

School Phone: (608) 789-7900 ext. 4323 (Schmidt) ext. 4269 (Lawrynk)

Section 2: Basic Project Information:

Project Title: Diverse Students' Growth & Involvement Through Strategic Gaming

Total Request \$ 650.00

Signature of Applicant _____

Signature of Principal _____

Signature of IT Department Rep (if applicable) _____

The intention of the Foundation is to fund projects not covered by the regular school budget. Please document that regular avenues of funding have been exhausted. (i.e. requests to Principal and curriculum supervisors)

Section 3: Project Description:

- I. By receipt of funds, games will be purchased with Mayfair Games offering donations with purchase, resulting in implementation at scheduled meetings.

II.

Objectives of Project	List the corresponding district/school/curriculum goals (if applicable)	State how you will evaluate whether objectives are met.
1. Provide an environment where students can safely interact and play award-winning strategy games.	1. Promote personal interaction, academic interaction, and life long learning.	1. Attendance will be recorded.
2. Encourage consistent student direction and involvement.	2. Provide a learning community in which students can excel in leadership roles.	2. Students will define and elect officer positions and maintain the duties of those roles.
3. Encourage sportsmanship, winning strategies, and social interaction through positive game play.	3. Encourage student involvement in school sponsored activities. Students are to exercise good sportsmanship at these events.	3. Teacher advisors initiate discussion at all events and gatherings. Topics include: strategies, team work, history, and winning attitudes.

III.

Activities to Accomplish Objectives	Who Will Be Responsible for Implementation	Resources Needed (not financial)	Timeframe to Accomplish
1. Advisory meetings will be held twice a month.	1. Student-elected officers.	1. Meeting place	1. Immediate
2. Provide gaming supplies and sets for at least 30 participants.	2. John Schmidt and Thomas Lawrynk	2. Multiple sets of games that stimulate interaction and strategic practices.	2. Ongoing

IV. What is the lifespan of this project? Central Strategy has been meeting for ten years through support of local donations and personal collections of games. The club has been focused on implementing interactive table-top games that stimulate interpersonal communication. We have had one initial purchase of games through the last decade. Most games are privately owned and have been well-used. In order to provide working copies to accommodate more numbers, new games will have to be purchased.

This club appeals to a student that is not always involved in other activities. It is ongoing, as we continue to encourage new students, foster creative modes of problem-solving, and facilitate complex strategies which are applicable in numerous content areas of school. Of course, this is a life skill as well, helping students to make more positive, practical decisions consistently.

- V. Approximately how many students will be affected by this project? Explain your number. The actual number is indefinable. The club meets all year long. A core of members will be at every meeting. Others members of Central Strategy vary from one semester to another, one sports season to another, and one year to another due to other commitments. To generalize, our numbers at a typical event range are currently 6 to 18 students at a time, with wide variations in the grade levels, personalities, and scholastic abilities. Our goal is to include each and every student who wishes to become involved with Central Strategy, as eclectic as the group may be: from seniors who are in honors classes and the top 5% of their class to competitive athletes and socialites to quiet loners who strive to find a place to interact. In the past, we have had to double up teams or turn people away for certain games. We would like to accommodate 30 participants.

VI. Please state how you will collaborate with...

Other organizations in the community (if applicable) Organizational meetings with student officers are held twice a month. The students are initiating ideas that involve community organizations for "game drives," various fundraising activities, and gaming tournaments.

Other schools in the district (if applicable)

In a similar idea, inviting other area schools to a gaming tournament sponsored by Central Strategy was brought up. High-school students could organize, manage, and run the event.

Other departments/classrooms (if applicable)

The two advisors already cover two core areas (math and English), yet the ramifications of these strategies go well beyond any specific curriculum or subject. Certain subject area will benefit from simulation, resource management, and probability situations. Although the benefits of Chess are widely documented we also provide the following examples:

Axis and Allies: Excellent simulation of WWII where events of the game mimic the actual events. (History, Math)

Settlers of Catan: Limited resource management game teaches economic limitations and trade. (Economics)

Monopoly: A traditional game that not only teaches good math skills and economic values, but also is fundamental in principles of probabilities and interdependent outcomes. (History, Economics, Statistics, Math)

Puerto Rico: An example of how choices impact outcomes. Prediction of others is paramount. (Math, Economics)

VII. What will happen to the project at the conclusion of the grant? If it is to continue, how will it be sustained? The monies obtained will be used to purchase additional games which will be incorporated into Central Strategy for years to come. The possibilities are endless, as we get a totally new group of freshmen each year with their own specific ideas, personalities, and strategies. We predict these games will last into the next decade.

VIII. How could the project be shared with other teachers and schools to benefit more students? Central Strategy is open to all students at Central High School, so the encouragement from and involvement by other teachers is extremely beneficial. Also, other teachers from other content areas have been at gaming sessions in the past, with open invitations to do so again anytime.

Section 4: Budget Information:

Item	Supplier	Budgeted Amount
Teacher Supervision	School District of La Crosse	50 hours supervisory pay
Games	Mayfair Games	\$400
Games	Local vendor	\$250

Total request: \$650

Other sources of funding for this project (if applicable):

Total budget to accomplish project: \$650

Section 5: Summary:

How will this project bring visibility to LPEF in the community?

Most tabletop games have a shelf life of 10 years when used intermittently. These games will be used for Central Strategy and for other events like “Friday Night Live” which may reduce their longevity. We suggest a sticker be placed on each game that is purchased through this grant to increase the awareness of the LPEF.

Please provide a one paragraph summary of your project including an explanation of why we should fund your project.

Central Strategy appeals to a diverse population of high-school student; many of these students are not involved with any other aspect of co-curricular school life. The skills taught in Central Strategy are important for all subject areas and helpful for positive lifelong learning. To continue to meet these students’ social and academic needs through strategic gaming, funding is necessary.