



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 : Abby Ryan

School: Emerson Elementary

Position/Title: Third Grade Teacher

School Phone: (608) 789-7990 x 2080

Section 2: Basic Project Information:

Project Title: Learning through Gaming

Total Request \$1,099.94

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)

There is no available money in the district, library media, or classroom budget for this project.

Section 3: Project Description:

I. By January 10, 2011, Learning through Gaming will be taught to the students,
(date) (something will happen - activity)

resulting in independent, on-task learning in small groups through interactive, educational games.
(objective)

II.

Objectives of Project	List the corresponding district/school/curriculum goals (if applicable)	State how you will evaluate whether objectives are met.
Students will be able to practice and reinforce necessary mathematics, science, and spelling skills while playing a Nintendo DS console with educational games.	Geography, geometry, math word problems, puzzles, animal facts, spelling, time, measurement, multiplication, logical thinking skills, and critical thinking skills are all addressed.	I will provide the students with a tracking sheet that they must fill out after each time they play an educational game. They will tell me what they learned, how they solved a problem, and why they think Learning through Gaming has helped them learn or understand a subject.

III.

Activities to Accomplish Objectives	Who Will Be Responsible for Implementation	Resources Needed (not financial)	Timeframe to Accomplish
Training of the students on how to use the equipment properly	Abby Ryan	Time during the School Day	Approximately one month of training
Practice using the consoles and games	Individual students in Abby Ryan's classroom	Time during the School Day	March - May of the first year of the project
Tracking Sheet for each individual student (to see which games have been played and what the student has learned by using the game)	Abby Ryan and individual students in Abby Ryan's classroom	Time during the School Day & Paper	March - May

IV. What is the lifespan of this project?

The items from this project will be used yearly until the lifespan of the DS console or educational games runs short. Technology has a limited lifespan, but I anticipate at least eight great years of usage (probably more!!).

V. Approximately how many students will be affected by this project? Explain your number.

Approximately sixteen students will be affected by this project. I am basing this number on the current number of students I have in my third grade classroom for the 2010-2011 school year.

VI. Please state how you will collaborate with...
Other organizations in the community (if applicable)

If a community organization were interested in housing a group in my classroom, I would offer the use of the DS consoles and educational games to them.

Other schools in the district (if applicable)

Teaching is such a collaborative field. As with past projects, I would be willing to loan out one of my DS consoles with educational games if a school was interested in how it may help unique learners. I've also had the opportunity to meet multiple school officials and teachers by letting others use specific items that aid in education.

Other departments/classrooms (if applicable)

Colleagues at my will have access to the DS consoles and educational games. All colleagues who are interested in the effectiveness of the project for learning will be given a critique by the myself and any other teacher who has used them. I would also ask for feedback after a colleague returns the item. Perhaps my colleagues have ideas about use and the learning continues!

VII. What will happen to the project at the conclusion of the grant? If it is to continue, how will it be sustained?

The DS consoles and educational games will remain at Emerson Elementary at the conclusion of the grant. They will be used on a year-to-year basis. My colleagues at Emerson Elementary will have access to the items of this project if they desire.

VIII. How could the project be shared with other teachers and schools to benefit more students?

Word of mouth of the success of the project and media exposure could be two means of sharing the idea with others. I have found that a successful project is contagious! I would love to share the idea, the resources, and the outcomes of this project with other teachers and schools. There are many learners who would benefit from Learning through Gaming.

Section 4: Budget Information:

Item	Supplier	Budgeted Amount
Nintendo DS	Amazon	\$149.99 x 6 = \$899.94
Learning Geography	Scholastic	\$20.00
ThinkSMART	Scholastic	\$20.00
Hands On! Tangrams	Scholastic	\$20.00
World Championship Spelling	Scholastic	\$20.00
Learn Math	Scholastic	\$20.00
TrackMania	Scholastic	\$20.00
Animal Genius	Scholastic	\$20.00
Puzzler Collection	Scholastic	\$20.00
Math Blaster	Scholastic	\$20.00
Nancy Drew	Scholastic	\$20.00

Total request: \$1,099.94

Other sources of funding for this project (if applicable): None

Total budget to accomplish project: \$1,099.94

Section 5: Summary:

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

This project will bring visibility to the parents of the community through the excitement of the students. Also, I would love to do a media story about the benefits of catering to different learning styles.

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

Learning through Gaming can reinforce classroom instruction while capturing students' attention as an alternative to conventional learning. Disguised as a videogame, the educational games will cause students to continuously use the skills they have learned in the classroom to maneuver their way to different levels of difficulty. This is a technological age filled with iPods, Wiis, laptops, and consoles. Students who have a difficult time grasping mathematics, spelling, science, etc. will have the opportunity to practice skills in an enjoyable manner: through Gaming. Using the Nintendo DS in the classroom will benefit individual students who may need a different approach to learning and practicing skills and/or students generally struggling in a subject. The broad range of educational games offered can inspire a student to learn different subjects to master a game. Learning is obtained in a new fashion!