



FEF Innovative Grant Selections 2018-2019

Project	Title: <i>Technology to Enhance Instruction and Engage Learners Through Learning Sciences</i>	Location	Grade	Applicant	Amount Requested
1	<p>The Sensory Path Creating a sensory path for students to utilize at various points in their day to help them gain greater confidence and independence while learning in a creative and fun way. In addition, the teachers will find ways to incorporate iPads into the activities by utilizing them as timers, incorporating Foundations and Max Scholar programs.</p>	Columbus	Prek/K-500 students	Samantha Tasso, Tyler Miller & Nicole Rivelli	\$2214.75
2	<p>LEGO Wall Exploration Zone This project would allow for the creation of an interactive LEGO wall to allow students to incorporate Math, Science, Technology and engineering into their programs. There is a plan to provide students with the tools and lessons needed to create replicas of buildings from around the world, construct and test marble runs, incorporate many more projects which may include photography, videography, and more.</p>	Columbus	Prek/K-500 students	Meg Sheehan & Erin Shannon	\$2290
3	<p>Simple Machines-LEGOSTyle Students explore, build, write about and share simple machines using LEGO Simple Machine Sets to see how they play a part in everyday life.</p>	Archer	4 th -200 students	Michele Nicholas Debbie Bergen	\$2,385.05



4	<p>The Next Giant Leap-Mission to Mars Deepen students’ understanding of space travel through researching a planet, designing and coding a Mars Rover, and explaining how it works.</p>	Archer	3 rd & 4 th -up to 200 students	Debbie Bergen, Donna Rusinek	\$2,487.70
5	<p>Technology to Enhance and Engage Learners Through the Learning Sciences Utilizing iPad technology, students will research the seven major biomes of the world and space, to create ‘living reports’ explaining the impact of global warming on a particular ecosystem.</p>	Bayview	2nd & 3 rd - 100 students	Mike Young	\$2625
6	<p>4D STEAM Library: An Augmented Reading Experience With a collection of over 100 4D books covering a variety of STEAM topics, students may scan pages to reveal additional content, augmented reality features, animations, related articles, or videos to use for research and to support classroom instruction.</p>	Bayview	K-4- 571 students	Samantha Minutoli	\$2,320.89
7	<p>Breakout EDU “Escape Room” Strategies, using outside the box thinking, for the classroom with a digital component.</p>	Giblyn	2nd-4th	Courtney Gross	\$800
8	<p>Leaping to Math and Science Success This project focuses on a kinesthetic, multi-sensory approach to teaching math that will support students’ science education.</p>	Giblyn	K-4	Jahn Corbo	\$2,500
9	<p>50 Book Dual Language Reading Challenge to Promote Culturally-Rich Text-based Conversations in the Home This project involves a 50-book reading challenge comprised of books in both English and Spanish to focus on deepening and extending students’ oral language and connection to their roots and sense of cultural identity.</p>	New Visions	3rd (2 sections) 50 students	Suzanne Chaves, Josefina Tibrey-Anderson, Marie Codispoti	\$2,404.68



10	Biomeasurement! Life, Environments, Everything! This project will have an actual physical representation of some of the different biomes on the planet allowing students to measure the different attributes of each biome, and to observe and analyze the survival traits of the organisms that live there.	Atkinson	5th & 6th 1100 students	Matthew Yatsyla	\$1837.64
11	Project Based Learning for ENLs Using Chromebooks, Google classroom, essential questioning and research techniques, students will research and follow rubric which will include all non-fiction text elements, as well as STEAM elements to research, read, write, speak about and answer questions.	Atkinson	5th 15 students	Gabriela Farruggio, Jennifer Ferrarelli	\$2,098
12	Augmented Reality: Enhancing Instruction & Student Learning with Augmented Reality 3-D Bear, an augmented reality application, allows users to build scenes through virtual 3D models and surroundings to enhance students' learning experiences and engagement.	Dodd	7th & 8th about 1,000 students	Danielle Ballard, working with 7th & 8th Grade Teachers	\$2,388
13	Digital Sensors-Data Collection in a Digital World This project focuses on the application of science and engineering practices through the use of digital sensors for data collection.	Dodd	7th & 8th	Barbara Algarin	\$2,500
14	Innovation is Appening at FHS This project enables students and teachers to learn and execute the fundamentals of mobile apps through MAD-Learn, including ideation, planning, design, creation, development, marketing, launch and maintenance.	FHS	9th-12th 100 students	Rose Luna, Anthony Murray	\$2,000

Total Submitted Projects 1-14 \$30,851.71