**Making 21st Century Connections**
Christine Robinson

21st Century learners actively participate in their education. Students need tools that will support and enable their natural curiosity to drive their own desire to learn about the world around them. Technology brings the outside world into classrooms to students whose families may not have the means to create their own experiences. Learning is a matter of making connections and building upon those connections. They will now be able to have that background knowledge acquired. They also have the opportunity to make connections to informational texts and increase their learning about their world.

**Eagle Eyes and iPad**

Christine Robinson – Pam Jones

Some students need individualized support to be successful in their education. Presently, community members volunteer on our campus as “Eagle Eyes.” They work one-on-one or in small groups of students under the direction of a classroom teacher to help those students practice skills so they can meet grade-level expectations. In providing these volunteers with technology in the form of iPads, it will engage students while they practice much-needed skills.

**iSeek and iLearn**

Amanda Haley

iPads will be used to create a more digitalized classroom. They will be used for project based learning which allows learning opportunities to become student led rather than teacher led. The iPads will provide students more opportunities to explore, inquire, and use a variety of applications to exemplify their knowledge of content. The iPads would encourage students to think at higher levels because they find significance and meaning in the use of technology and through finding and presenting information they learn in a novel way. The iPads help provide students with a new way to learn.

**iRespond and I Learn**

Amanda Haley – Alex Turner

This grant is for handheld devices that allow students to digitally answer questions posed by the teacher, which immediately allow seeing their results and/or the results of the class. Using iRespond devices students and teachers can get assessment data and feedback immediately upon the student answering. The campus switched to standards based report card, so many pieces of assessment are observational, and using this device teachers will have a way to share this type of data instantaneously with parents. This device will also allow teachers to make lessons that were previously not interactive, such as read-aloud, to become an interactive experience.

**Making Math Meaningful**

Amanda Haley –Kenna Marek- Malissa Hawkins

Many skills require numerous hands-on manipulation for students to learn them. With the purchase of these many different manipulatives we would be able to work with our students on many more levels in order to challenge them to reach their highest potential. It will also enable us to station activities that would provide our students with meaningful work, which allows teachers to work with small groups of students.

**Tinkering with Robotics**

Pam Hamilton

This project will fund the purchase of a LEGO Education WeDo Center Pack. This pack includes software and license for four computers, an activity pack, and four WeDo Construction Sets. This project will provide an easy to use robotics curriculum with materials for elementary students. Putting this project into our students’ hands gives them the opportunity to discover their aptitudes and passions about future technologies.

**There’s an App for That**

Stephanie Wolfe

This project will fund the purchase two iPad mini with WiFi and Otter boxes. The iPads mini will assist in differentiating lessons between students on grade level, students below grade level and students above grade level and also assist in making small group lessons more engaging for students.

SnapWords

Susan Cox – Crystal Buxkemper

SnapWords are innovative sight words picture flash cards. With the purchase of three SnapWords Complete Classroom Kits, students’ mental cameras snap a picture and store it in visual memory. Later, when the child sees the plain word, he/she will still “see” the image around the plain word. It is the embedded image that retrieves the word. When a student masters a large list of high frequency words, his or her reading fluency is immediately enhanced, resulting in increased reading comprehension.

**Classroom in the Cloud: Chromebooks in the Classroom**

Tiffany Mercer – Jessica Stephens

In order to meet the needs of the required 21st century skills and to address the differentiated needs of our learners, the English Language Arts and Reading classes are in need of more technology. Chromebooks will promote authentic student engagement, and provide students with additional creative outlets for reading and writing. In addition, students will have the opportunity to create products and participate in discussion with peers to further develop those higher-level thinking skills.

**Literature Circles: A Novel Idea!**

Tiffany Mercer

Discussion fosters improved understanding in literacy. Literature circles provide an opportunity for students to acquire the skills and strategies they need to talk about the text they read with others. “Literature Circles: A Novel Idea!” will help build a classroom library which will include award-winning book sets. These novels sets will be used to engage students in conversations around literature.

**There’s A New Robot in Class**

Pam Hamilton

This project will fund the purchase of two LEGO Mindstorms EV3 platforms to upgrade our existing LEGO Mindstorms NXT platforms. Also, we will purchase plastic storage bins from Walmart to house the new equipment. Through this project, we will provide experiences in the robotics, programming, and engineering fields as building blocks for these students’ futures.

**The Eyes Have It!**

Holly Henderson

Crazy Traits is a fun and innovative manipulative to assist students in learning about genetics and evolution. Through a series of games and activities they learn that the traits people and animals inherit from their parents are based on chance. Concepts around traits, alleles, genotypes, and phenotypes will be explored.

**Lots of Lab**

Jennifer Faulknor

This grant will be used to purchase fourteen hands-on experiments. The goal of this project is to increase student engagement, motivation, and academic performance through the use of engaging science activities. These innovative labs will improve critical thinking and time-on-task behavior. These experiments would help students master content that is necessary to learn in order to pass the state assessment which is necessary to graduate high school.

**Lions, tigers, and bears…where’s mine???**

Michael Chirhart

Students express interest in learning about different animals. They seek knowledge on how to care for animals, how animals live, and what type of ecosystem animals inhabit. Animals will be integrated into the biology classroom to help demonstrate environment, habitat, niche, evolution, symbiosis, adaptation and taxonomy. Having animals in the classroom allow a deeper level of understanding and learning for students.

**Start Your Engines**

Jeff Reed – Laura George

Today’s students are in need of hands on, engaging activities that allow them to relate real world experiences to the educational setting. For a great deal of time the educational world and the real world have had a disconnection. With this grant and these items to be purchased we can make an impact on addressing the gap between the educational world and the real world. Students would be able to utilize these engines to apply mathematical and scientific classroom studies to a practical application through agricultural mechanics.

**Start Your Engines – Part 2**

Jeff Reed

This grant will purchase 4 engines for today’s students who are in need of hands on, engaging activities that allow them to relate real world experiences to the educational setting. For a great deal of time the educational world and the real world have had a disconnection. With this grant and these items to be purchased we can make an impact on addressing the gap between the educational world and the real world. Students would be able to utilize these engines to apply mathematical and scientific classroom studies to a practical application through agricultural mechanics.

**Shattered Dream – “Sparkles”**Griff Harris – Lynette Sparks

“Shattered Dreams” is an educational experience that shows us the dangers associated with drinking and driving. It is a reminder that too many young lives have already been lost and countless others severely impaired because of the tragic consequences of underage drinking combined with driving. The “Shattered Dreams” program involves the dramatization of an alcohol-related crash at Hillsboro High School, complete with fire, police and EMS response, emergency room treatment, family notifications, and the arrest and booking of the driver. This program can make a difference in a young person’s life by teaching young people that consuming alcohol while underage is never a good choice.