

Progress and Innovation Grants – 2009-2010 School Year

Performing Arts Enrichment: Band Beyond the Classroom

Authors: Lucinda Jenner

School: Districtwide

Our goal is to provide a valuable performance experience beyond the classroom in an honors band format, selecting members by audition annually. We seek to challenge and motivate further musical study while encouraging students to a higher level of performance, leadership, and pride which they take back to their individual school bands. Students are held to an expectation of musical quality, appropriate behavior, and overall responsibility. With quality literature from all periods and styles, students create a yearly CD recording and perform in our schools and community. This ensemble has grown in size and scope each year since its inception in 2000. We seek financial support for continued growth, expanded performance opportunities, and to commission an original composition.



SMART Summer Math and Reading Teams

Author: Carrie Casey

School: Noble Elementary

Research has indicated up to a 3 month loss in grade level equivalencies in reading and up to a 2.6 month loss in mathematical computation skills during the summer months. In order to combat this learning loss, we would offer students the opportunity to continue utilizing the Accelerated Reader and Accelerated Math computerized programs during summer months. All 1-5 grade students would be invited to school for up to 2 hours each week during the months of June, July, and August where they would have access to Accelerated Readers books and quizzes, Accelerated Math assignments, as well as teacher support.

Building Reading Skills with Sound

Author: Dawn Nelson

School: Sandburg Middle School

Research indicates that struggling readers' learning is reinforced by audio support. Playaways™ are preloaded, portable audiobooks which provide an integrated audio experience for those readers. They can then keep up with class discussion, enjoy reading experiences, and build their skills by immersion in language and text. This project would provide Playaways for Special Ed and reading teachers in titles supporting the curriculum. They are easy to use, maintain, and accepted by students. For group listening, speakers would be added. We would record results and responses and add other students as possible.



Games Galore-Games that Teach Art, Math, and Science Concepts

Author: Angela Beugen

School: Highview Alternative Program

Games Galore will use high interest games that include mind building modeling systems and construction sets to engage at risk high school students in the subject areas of math, science, and art. These games will teach students multiple academic skills and reach students of all abilities, interest and talents. Games Galore will be used repeatedly in varied settings with several groups. A Games Galore group will also be formed to encourage cooperation, team work and build self-esteem.



Increasing Real, Rigorous, and Relevant Texts in the Middle School Classroom

Authors: Liz Patrick and Jane Gossard

School: Plymouth Middle School

In an effort to decrease the achievement gap and increase achievement of all students we need to put high quality books in their hands that they WANT to read. We want to increase the high interest books on reading teachers book shelves. We want to get class sets of novels that are high in rigor, realness and are relevant to students' lives. We need time to prepare materials so the books can be used effectively and routinely.



SMART Boards in the Math Classroom

Author: Elizabeth Vu

School: Plymouth Middle School

Our middle school math department is looking for ways to create a more active, engaging classroom environment through the use of technology. We will purchase 3 SMART Boards and 3 class sets of Qwizdom clickers for use in the 6th, 7th and 8th grade classrooms. A SMART Board is a large, touch-controlled screen that works with a computer and a projector. Teachers and students can write on the SMART Board in digital ink and /or use a finger to control computer applications and use Qwizdom clickers to gather and sort data in a meaningful, engaging way.



CarveWright Wood Working

Author: Al Lysne

School: Plymouth Middle School

This project will introduce the CarveWright woodworking tool as one of the key components of the middle school Industrial Technology (IT) curriculum. The goals of this project are: to increase the computer skills of our students; improve the skill set dealing with woodworking of our students; improve the design skills of our students; and reinforce and expand the mathematical and problem solving skills of our students. Ninety percent of the unit will be devoted to students using their mathematical computer, problem solving, and design skills to determine a step by step plan to create complex wood carvings such as custom signs, detailed reliefs for cabinetry or ornamental designs. The final ten percent of the unit will be to utilize the CarveWright tool to execute the student's detailed plan.



Peer Tutoring

Author: Jennifer Hall

School: Armstrong High School

Study halls and after school sessions are an important part of 9th grade academic success. They would be made more effective through the use of a formal peer tutoring program in which junior and senior students were trained in peer tutoring techniques and supervised by a peer tutoring coordinator. Through this training, the upper class students would develop leadership skills that would last them a lifetime. The freshman would benefit from increasing their grade and learning study skills. Another positive aspect of this program is the relationship-building that would occur between student and tutor.

