

Hands-on Learning Grants – 2016-2017 School Year

Minnesota Zoo Spanish Day Student Presentations

Author: Sylvia Suarez

School: Robbinsdale Middle School

8th grade students will create visually appealing and interactive presentations on animals in Spanish and orally present to Minnesota Zoo visitors on Spanish World Language Day.



Gaming for Learning

Author: Arden Leali-Broberg

School: Lakeview Elementary

Educational board games are good teaching tools and will be available for all staff members through the Media Center lending library. These games will help to make curriculum engaging and hands-on.



Breakout the Learning!

Author: Colleen Kennedy

School: Cooper High School

Breakout EDU Kits include a collection of locks, timers, hidden contraptions, keys and other diversion hardware that students are challenged to unlock through teamwork, problem solving, critical thinking and troubleshooting. There are endless types of challenges that can be created around core learning targets. The funding will purchase two Breakout kits for each school.



Collaborative Work Station for PMS Middle School

Author: Tom Ross

School: Plymouth Middle School

The work station provides a single viewing station with a large screen and a Chrome operating system for student project work. This allows students and staff to collaborate with each other, both in the building and remotely.



Cultural Diversity in Literacy

Author: Kelley DeLaCruz

School: School of Engineering and Arts

This expands the resources available for all students in the context of culturally relevant literature in order to be able to see, hear, and read about their own and other cultures.



Youth Frontier's Kindness Retreat

Author: Heidi Nygren

School: Zachary Lane Elementary

All 4th graders will attend a retreat to empower students to be "everyday heroes" by using kindness to include others, being respectful, and by making the school a better place.



Puzzles with Parents

Author: Donna Mangone

Program: Family Literacy Program

Provides access to puzzles and manipulatives (both at school and home) to enhance preschoolers' mind and body spatial awareness, fine motor ability, creativity and collaboration.



Cuts for Character

Author: Alejandra Estrada-Burt

School: Northport Elementary

This program promotes belonging, empathy, achievement, and respect through a reward system and collaboration with local barbershops. Students will be referred through their positive behavior and rewarded with a free haircut and/or styling needs.



Mixed Media Mosaic Artist Residency

Author: Alejandra Estrada-Burt

School: Northport Elementary

All students will interact with an artist in residency project with a multi-disciplinary approach that combines mosaics, poetry, storytelling, puppetry and performance art.

Team Building for 8th Grade Power and Readiness

Author: Steve Hoffman

School: FAIR School Crystal

Provides all 8th graders an overnight "challenge course" experience to enhance the commitment to learning and to each other, and develop a sense of common purpose and the ability to overcome challenges.



Birthday Banners

Author: Carol Kemble & Anne Grui

School: Sandburg Learning Center

This program gives students (ages 15-21 with Developmental Cognitive Disabilities) the opportunity to learn new job skills and apply them in a practical setting. Students will create and deliver birthday banners to customers.



Flexible Furniture and Focused Minds in the AVID Classroom

Author: Kate Fuller

School: Armstrong High School

Enhances the classroom environment with collaborative learning areas for all types of groups while providing active seating to reinforce interactive learning and retention of ideas.

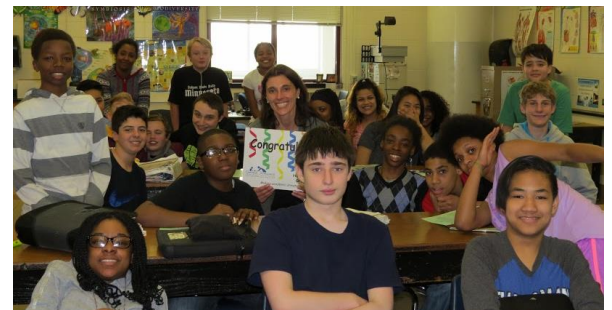


Exercise Physiology in the Classroom

Author: Kristine Browsers

School: Plymouth Middle School

This project increases students' STEM skills by learning about the physiology of the human body as they design experiments related to heart rate, grip strength, and muscle fatigue. It is an extension of the STEM materials purchased through Bird Bash 2014 proceeds.



MakerSpace in the Media Center

Author: Matt Schneider

School: Sonnesyn Elementary

MakerSpaces engage the students in STEM (Science, Technology, Engineering, and Math) projects and allow for hands-on learning through trial and error. The core of the project is littleBits™.

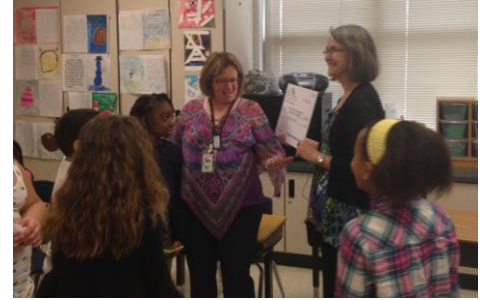


Outdoor Hands-on Science with Three Rivers Park District

Author: Cindy LaVan

School: Noble Elementary School

Trained naturalists will visit throughout the year to work with students and staff to provide enriching and hands-on outdoor science experiences. They will also work with staff to write outdoor science lesson plans for existing science units.



STEAM @ RMS = Excellence for All

Author: Jennifer Holtgrewe

School: Robbinsdale Middle School

Provides Makerspace materials for the Media Center to be used by all students as an extension of classroom curriculum. The materials provide equitable access for all to STEAM hands-on learning and engage the students in activities involving problem solving, critical thinking, and higher order thinking skills.



Chinese New Year Celebration

Author: Terri Colamatteo

School: FAIR School Crystal

FAIR embraces multicultural communities and arts integration through a school-wide Chinese New Year Celebration. This grant provides funding for a new dragon head and costume, traditional Chinese drums, dancer costumes and puppets. The celebration involves social studies, math, language and the arts.



Go Green with a Greenhouse

Author: Tonya Larsen

School: School of Engineering and Arts

Engages students with a greenhouse that will provide the opportunity to experience a plant's life cycle from seed to fruit. This enhances the students' full understanding of where the seeds come from and allows for planting year round.

