



# Innovative Educational Grant Application

(Submit electronically as an email attachment separate of the Cover Sheet Pages)

**IMPORTANT - Do not include the name of your campus in the Project Title or application.**

**Project Title:** Daily 5 Math with Math Technology

**Grade(s)** 3<sup>rd</sup> **Subject(s)** Math **Number of Students** 40

(List each grade level)

**CHECK ONE:**

This project is:

new to the district     new to my campus     new to me.

Have you received funds for this project from AISD previously?

Yes     No

Have you previously received an AEF Grant?

Yes     No

**DIRECTIONS:** Please provide a summary for each area listed below.

**Description of Proposed Project/Activity:** (Describe what you want to do with the grant funds. List activities and timeline. How is it a new, innovative or creative for Aledo ISD)?

Daily 5 Math is a new way to implement stations in the classroom, where technology is a huge integration needed for the students to succeed in today's math classroom. I use Daily 5 Math every day to give students an opportunity to learn and grow deeper in an understanding of all Math TEKS. We have five stations that the students can choose for each day including Math By Myself, Math With Someone, Math With A Group, Math Writing, and Math Technology. I could use four iPads to help give more students an opportunity to go to Math Technology. Currently, only 2 or 3 students may go to that station a day. With all of our math curriculum online, they have a choice of completing Envision Math, Think Through Math, or Reflex while in Math Technology.

Envision Math is our 3<sup>rd</sup> grade curriculum and textbook. This online program has many sections that I like to assign to students to help build a deeper understanding of the concepts we have learned that day in class. The students can work on problems and watch the reteaching videos on this program.

Think Through Math is a website provided by the state of Texas that meets our Math TEKS and is now being paid for by our district. The students work on their 3<sup>rd</sup> grade pathway trying to master the concepts of math in 3<sup>rd</sup> grade. It has very rigorous story problems that have helped our students succeed on the Math STAAR Test.

Reflex Math is a program that teaches the kids all of their math facts with fluency. The students try to master Addition and Subtraction first then Multiplication and Division. It utilizes fun games that the kids can't wait to play every day.

With only four computers in my classroom, it is hard for the students to all complete Math Technology. Our computer set-up in the classroom will not allow all four computers to be running

at the same time on these programs. The kids can only go 2 or 3 at a time. It would help tremendously to have four iPads also. That way the students can utilize the computers or the iPads for their technology time. Without more technology in the classroom, the students would not be able to engage in all of these wonderful programs our district provides.

**Objectives:** (State measurable objectives in terms of student behavior or performance).

(1) Mathematical process standards. The student uses mathematical processes to acquire and demonstrate mathematical understanding. The student is expected to:

(A) apply mathematics to problems arising in everyday life, society, and the workplace;

(C) select tools, including real objects, manipulatives, paper and pencil, and technology as appropriate, and techniques, including mental math, estimation, and number sense as appropriate, to solve problems;

(4) Number and operations. The student applies mathematical process standards to develop and use strategies and methods for whole number computations in order to solve problems with efficiency and accuracy. The student is expected to:

(A) solve with fluency one-step and two-step problems involving addition and subtraction within 1,000 using strategies based on place value, properties of operations, and the relationship between addition and subtraction;

(F) recall facts to multiply up to 10 by 10 with automaticity and recall the corresponding division facts;

(3) Research and information fluency. The student acquires and evaluates digital content. The student is expected to:

(A) use various search strategies such as keyword(s); the Boolean identifiers *and*, *or*, and *not*; and other strategies appropriate to specific search engines;

(B) collect and organize information from a variety of formats, including text, audio, video, and graphics;

(4) Critical thinking, problem solving, and decision making. The student researches and evaluates

projects using digital tools and resources. The student is expected to:

(C) evaluate student-created products through self and peer review for relevance to the assignment or task; and

(D) evaluate technology tools applicable for solving problems.

(5) Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:

(A) adhere to acceptable use policies reflecting positive social behavior in the digital environment;

(B) respect the intellectual property of others;

(C) abide by copyright law and the Fair Use Guidelines for Educational Multimedia;

(D) protect and honor the individual privacy of oneself and others;

(E) follow the rules of digital etiquette;

(F) practice safe, legal, and responsible use of information and technology; and

(G) comply with fair use guidelines and digital safety rules.

**Need:** (Describe the area of student achievement you wish to address and give any data that supports the need. Please include how this grant addresses district and campus goals).

My campus goals state, "Instruction and curriculum: Provide opportunities that meet the academic needs of all learners." I believe that incorporating technology is perfectly aligned with our instruction and curriculum goal. This is just one more way to reach a student that is only motivated by technology. This also complements our District's Goal 1.2, which says that we will provide a variety of diverse, rigorous instructional strategies to meet student needs and prepare them to be successful in a competitive global society. Our STAAR results really increased last year, and we believe it was because of these three awesome technology programs. Having more technology access in the classroom, will allow the students to have more opportunities to do more lessons, master more facts, and more 3<sup>rd</sup> grade pathways than they have been able to in the past. My students would pick Math Technology every day if there were enough items for every child in the classroom to use.

**Evaluation Strategy:** (Describe how you will know if your objectives are met. How will you share your program's successes with your peers)?

Our school has a grant page on SchoolFusion, where we can post pictures about our grant successes and how we are integrating them into the classroom. I will also post pictures and the kid's projects on my classroom Fusion page, Smore, and Facebook page.

**Partners:** (Identify any school and/or community partners involved in the project and their respective roles).

I will have other teachers and parent volunteers helping tutor these students in the Spring for the Math STAAR exam. These iPads will be used for tutoring by accessing our Envision, TTM, and Reflex Math apps.

**Sustainability:** (If funded, how will you continue the program/project in the future? What will be the recurring costs? How will this program/project be funded in the future)?

There will be no recurring costs for this project. I will use my own personal finances to purchase games that are not free.

## Budget Worksheet

**DIRECTIONS:** Note the budget distribution for each category. Be specific.

Budget Items	Amount	Vendor	Budget Code Business Office Use
<b>Supplies (please list)</b>			
4 iPad minis (Wi-Fi 16GB-Space Gray) \$259 x 4	\$1,036.00	Apple Inc. Education	
4 Otterbox Defender Case for Apple iPad mini, Black \$43.59 x 4	\$183.36	CDWG.com	
<b>Equipment</b>			
<b>Contracted Services (list consultants)</b>			
<b>Recurring Cost:</b>			
<b>Training/Professional Development:</b>			
<b>Other:</b>			
<b>TOTAL</b>	<b>\$1,219.36</b>		

**Grant Applications should be submitted to AEF electronically. Email application as an attachment to Lynn McKinney at [lmckinney@aledoisd.org](mailto:lmckinney@aledoisd.org). Do not submit hardcopies of grants. Include the Cover Page with appropriate approval signatures as an attachment separate of the Grant Application.**