Innovative Teaching Grant Winners for School Year 2019-2020

Project Name	Requesting School	Amount Requested	Grant Summary
Welcome Learning Space	*Twality:* *6th Gr*ade Emily Dehn	$2,663	The ability to transform the classroom into a creative learning space by moving from a table and chair style classroom, to a living room style space in minutes. The furniture purchased for this project is mindfully selected to maximize student engagement, collaboration, and individual student comfort. In being able to "flex" your classroom, you can create a comfortable classroom space that allows for multi-functional use. In turn, a comfortable and functional classroom helps maximize student engagement and learning, and helps to build a stronger sense of community.
Design, Cut, Code, Create	*Fowler:* 6th-8th Grade Jo Barendse	$1,503	Allows students the opportunity to explore, imagine, design, and create, while leaning how to make LED illuminated shadow boxes. Students can be artistic while at the same time learn basic circuitry, digital designing, and production. Students will not only learn about STEM concepts, but in addition will have the opportunity to create a unique project with hands on learning.
Innovative Teaching and Learning - Igniting Curiosity	*Fowler*: Technology Coach Caitlin Ponzetti	$3,329	To provide new technology based tools and instruction to build upon the current technology plan at this school. This will allow teachers and students access to a variety of new innovative options helping to enhance learning and to improve student engagement. The goal is to unite the curiosity of teachers and in turn, ignite the curiosity of students. _New tools being provided:_ 1) Book Creator app - self published books with video, photo, drawings, etc. 2) Dolnk app - green screen technology for video work 3) QBall - throwable microphone ball to amplify voices and improve classroom discussion 4) Sphero Robots - enhance STEM concepts
Oculus Go: Immersive Learning Environments	*Fowler:* 6th Grade Josh Morris	$2,985	Purchase of Oculus Go, Virtual Reality Headsets to create environments where students are immersed in the places that they are studying, the artifacts they are examining, and the archeological sites they are discussing in class. By connecting the current curriculum and the Oculus Go, students would experience a unique, tangible and visible element previously not available before to them. This tool is "a powerful opportunity to put immersive technology to work as a tool for telling compelling and memorable learning-based stories in the classroom."

S.T.E.M program resources	**Hazelbrook:** 6th-8th Cheri Young	$1,499	A new unique S.T.E.M course which will combine elements of outdoor education, project-based learning, and environmental science. Gives students the opportunity to get outside and learn without being constrained to the typical classroom centered around tables and chairs or typical technology. The hope is to build students into confident, safe, responsible expolorers and stewards of the natural world around them. To also teach design-based thinking to build confident, creative, and collaborative problem solvers.
Creating School Community Through Digital Photography	**Tualatin Elem:** 2nd Grade Aimee Biggs	$1,150	To purchase camera equipment and design an afterschool program that would teach students the fundamentals of basic photography. This will allow students from a very early age to see the world in beautiful and exciting new ways, and to learn about their community and school thorough artistic photography.
Social Emotional Learning (SEL) through Hands-On Making	***Mary Woodward:*** K-5th Brent Bonfiglio- School Psychologist	$4,976	To build a school wide PAX behavior program and develop Social Emotional Learning (SEL) Skills. SEL skills in students include learning to manage emotions, set and achieve positive goals, feel and show empathy for others, to establish and maintain positive relationships, and to make responsible decisions. This program will help build these qualities in all students by providing highly engaging and hands-on activities within the school. In addition, the plan is to expand these empathy efforts through service learning projects into the surrounding community. The goal is to create a foundation for a culture deeply rooted in empathy and giving within the community.
Drumming Up Support for Music	**Twality MS & Tigard HS** Lisa Hasuike	$3,500	To support young musicians in all three middle schools by purchasing musical instruments to support a performance percussion ensemble. Having this percussion group allows ANY student the ability to join even without prior experience or the ability to pay. Students who join this group will not only learn about the exciting world of music, but it will also give something to help connect them to their school, with their peers, and to learn valuable life skills.
Leadership Wheel Curriculum Development	**Tualatin HS:** 9th Grade Eric Wadsworth	$2,500	Implement a new leadership curriculum to all 9th graders at TuHS to enable students to self-analyze their personal 'moral compass' in the world today. To help them understand that the choices they make on a daily basis are influenced by their values. That the qualities of character and leadership will, in turn, impact them in the workplace, at home, and in the world around them. The hope is to help students understand that leadership isn't just about being in a "leadership" position, but it's about doing what is right and responsible when choices and decisions are made on a daily basis. The world today as a high school student is challenging, and many students lack the basic skills to navigate this difficult time. The hope is that this program will help build a foundation of character and leadership, and help students apply this into their own real world components.

Total   **$24,105**