Holdenville Education Foundation P.O. Box 641 & Holdenville OK 74848 info@hef4ourkids.com

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## Grants to Teachers Application Form

Please use a typewriter or word processor to complete the application. Submit in the format listed below.

## Date:

## March 27<sup>th</sup>, 2015

Grant Title:

"Exploring and Conquering Higher Test Scores with Technology"

School:

Thomas Middle School

<u>Grade Level(s)</u>:

4<sup>th</sup>-7<sup>th</sup> Grades

<u>Content Area</u>:

Language Arts, Reading, Math, and Technology

<u>Total Dollar</u> <u>Amt. Requested</u>: \$1342.00

## "Exploring and Conquering Higher Test Scores" With Technology"

## 1. What is the Major Educational need this grant addresses?

Expectations for our students in the fields of Language Arts, Reading, and Math are higher than ever. This leaves educators with the task of teaching the students a larger variety of curriculum, while continuing to help them improve their test scores, and preparing them for their future endeavors. In accomplishing this, we are faced with finding innovative ways to teach these skills. I would like to enhance the Thomas students' opportunities for interactive learning, while improving test scores, with some new Language Arts, Reading, and Math software. These products address the multiple learning styles and diverse abilities of all students while keeping them engaged at the same time.

I believe the Holdenville School District, along with the Holdenville Education Foundation; have worked hard to provide each student with optimum opportunities. In continuing in this commitment of improving our students' education, I am asking the Holdenville Education Foundation to consider purchasing some educational software for Thomas Middle School.

# 2. Approximately how many pupils will be affected by this project, both directly and indirectly?

The projected enrollment for the fourth through seventh grades for the 2015-2016 school year is 310 students. This software can be used in every classroom (on the smartboards), as well as, in the computer labs. Therefore, each of these students would be directly affected by the products. In addition, the software is non-consumable; therefore, it would be utilized for several years to come and affect many more students in the future. 3. Describe your grant including methods, materials, and objectives. Foundation grants are intended to fund a creative teaching plan, so if equipment or materials are requested it should be clearly stated as to why they are an integral part of the plan.

I am always on the "look out" for up-to-date educational software that can be used both on the smartboard and in the computer lab setting that is NOT on a subscription basis. The proposed software meets these criteria.

The broad objective of this project is to utilize interactive software to provide our students with the tools and abilities needed to thrive in the demanding world of education. These programs are very useful tools because they actively involve all types of learners and help them stay focused on the skills being taught. Furthermore, teachers have the ability to enhance instruction and engage learners on many levels. These products foster powerful classroom practices and are very dynamic and appealing.

In conclusion, I reiterate that the demands of education on today's student are continually rising and that our students deserve the very best opportunities we can give them. Our children's success is priceless and funding this grant would be money well spent.

## 4. Give a time schedule of implementation.

As soon as funds became available, the software would be ordered. After delivery and installation, the products would be utilized immediately.

5. Detail your budget requested. Include specific information about kinds of materials and equipment needed, sources of supply, and costs (including shipping and handling). If possible, list alternatives if full funding is not available.

The software can be purchased from:

Lakeshore Learning, 2695 E. Dominguez St., Carson, CA 90895. The web address is <u>www.lakeshorelearning.com</u>.

### (Prices include a permanent site license for each title)

## Language/Reading/Vocabulary Titles:

| 1. "Capture the Flag: Reading Comprehension Interactive Game" | \$149.00 |
|---|----------|
| 2. "Outlast: Reading for Information Interactive Game"        | \$149.00 |
| 3. "Wipeout!: A Vocabulary Interactive Game"                  | \$149.00 |
| 4. "Language Adventures Quiz Interactive Game Show"           | \$199.00 |
| 5. "Vocabulary Quiz Interactive Game Show"                    | \$199.00 |

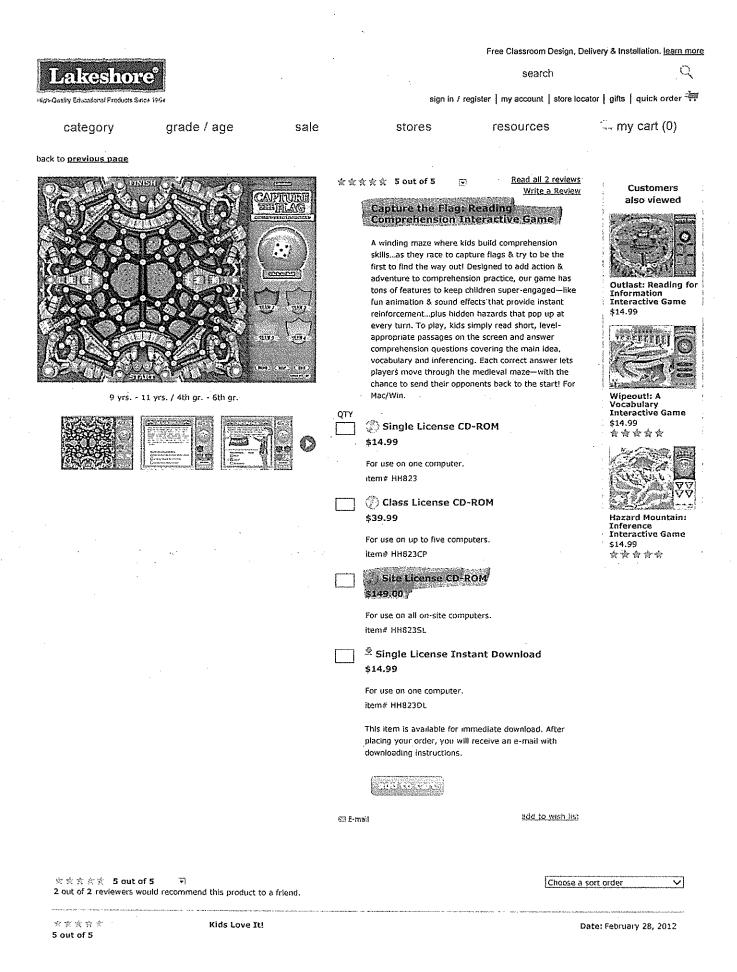
### Math Titles:

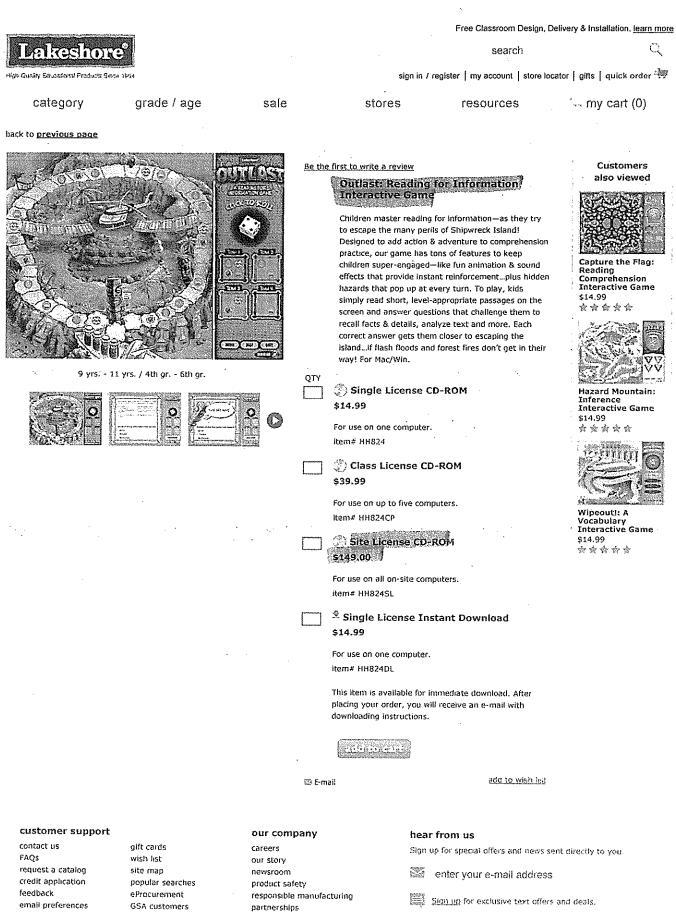
| 1. "Math Star Word Problem Interactive Game"      |       | \$149.00        |
|---|-------|-----------------|
| 2. "Multiply, Divide, & Conquer Interactive Game" |       | \$149.00        |
| 3. "Math Quiz Interactive Game Show"              |       | <u>\$199.00</u> |
|   | TOTAL | \$1342.00       |

\*I have attached a summary page for each title.

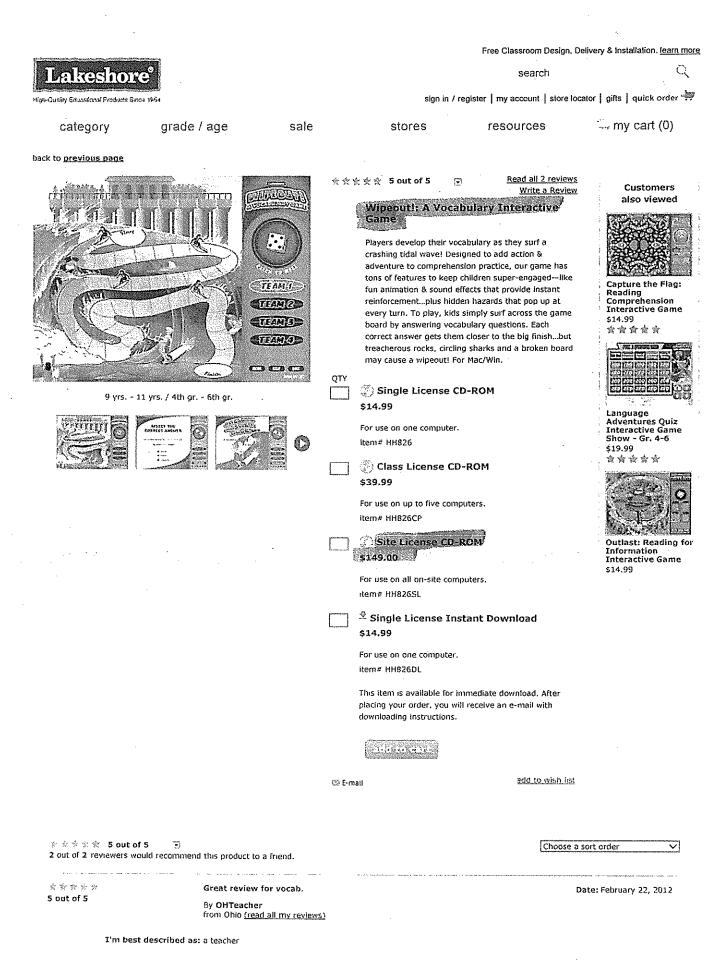
## 6. What methods will be used for measuring the stated objectives or what definite evaluations will you make to determine whether the grant was successful? (Please be specific)

First, I believe the success of the grant can be measured by the students' enthusiasm and satisfaction. In addition, the students having a better understanding of the subject matter through this technology will directly reflect the success of the grant. In conclusion, when students enjoy learning and test scores improve in the process, the grant will be deemed successful.

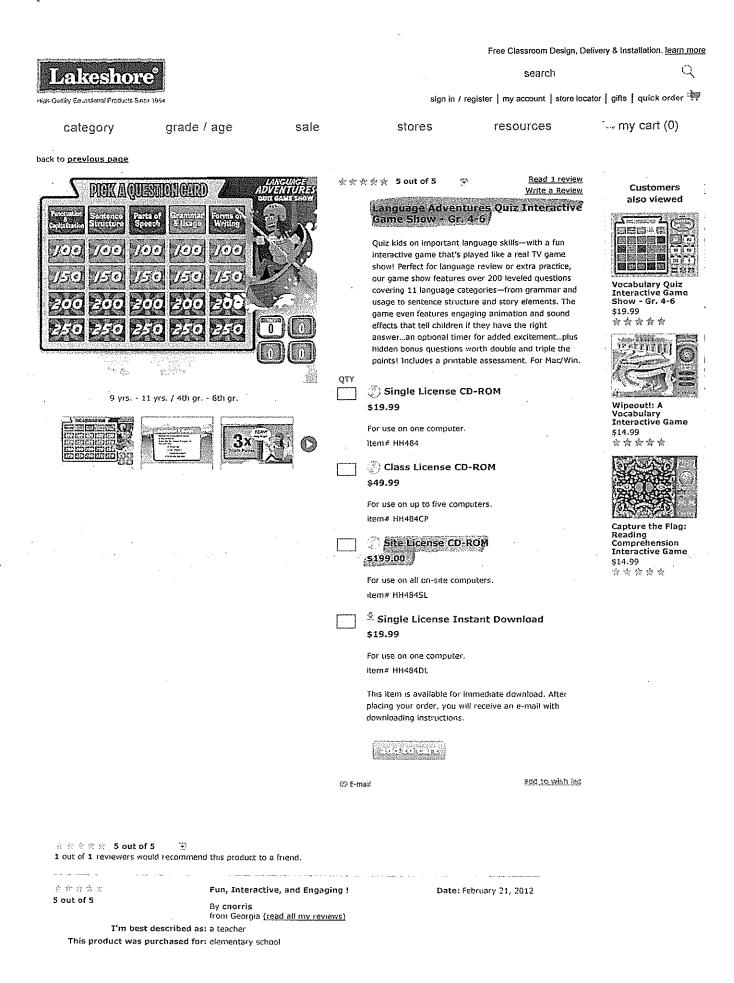




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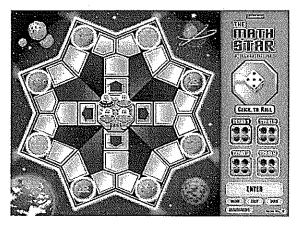


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9 yrs. - 11 yrs. / 4th gr. - 6th gr.



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