

Submission Name	Submitter Name
Walking Classroom Kits	Albert Rios
Walking Classroom	Ashley Echols
Journey Into Computer Science	Brandon Petersen
Exploring the World with Virtual Reality	Caren Berger
Engineering Learning through Play	Elizabeth Collett
Renovated Learning Revisted: Building a Culture of Creativity, Innovation, and Discovery	Jillian Derrick
Hands On STEM for #3G	Megan Adams
Cutting Edge Innovation: Using Innovative Tools to Create	Robin Schuhmacher
Mobile Maker Carts: Creativity, Innovation, and Discovery on Wheels	Robin Schuhmacher
Tinker Toys and Brain Games	Susan Ekblade

A Maker's Mindset	Sydney Loewenstein
Learning Library Oasis	Amanda Bailey
A Colorful World of Sound with Musical Instruments on Your Fingertips	Carolyn Brumfiel
Coding for Kids	Jennifer Padgett
Lego Walls are Awesome	Jennifer Padgett
Exploring Volume and Surface Area Using a 3-D Printer	Shelia Phillips
Tech for PE (Part 1)	Xeng Vue
Tech for PE (Part 2)	Xeng Vue

Tech for PE (Part 3)	Xeng Vue
The Connected Classroom	Ashley Larson
First Grade Digital Portfolios	Brittany Evans
Chromebooks for Innovation	Cassandra Parker
Project A.C.E. All Children Engaged	Diana Huston
"Kids in the Kitchen" Cooking Club	Kari Karr
Chrome Books for Communication	Kari Karr
First Grade Digital Portfolios	Kate Sunstrom
First Grade Digital Portfolios	Kathryn Workman

EIG Chromebook	Patricia Tobin
First Grade Digital Portfolios	Sarah Purton
Chromebooks for Communication	Shelly Schmidt
First Grade Digital Portfolios	Stephanie Baldwin
Rock-N-Roll Robots	Amy King
A Colorful World of Sound with Musical Instruments at Your Fingertips	Amy King
A Colorful World of Sound with Musical Instruments on Your Fingertips	Shannon Lemmon-Elrod
Educator Initiative Grant	Elerie Archer
T-shirt Company	Kimberly Reiser

T-shirt Design & Printing Business	Sara Mossman
Hero's Dream Boxes	Rachael Kessler
Expeditious Engineering	Tracy Voreis
Schoolhouse Rock: By Kids, For Kids	Seth Geltman
Access to All	Kurt Tretten
Strategies to support the whole child	Michelle McCleary
3D printer	Dan Clark
Aquaponic Mania!	Mary Anderson
Community Art Through Innovation	Tate Braeckel

Empowering Student Success via STEAM	Diann Mazingo
Chill Out: Understanding Energy Transfer	Pat Dickerson
Fox Hollow Day of Design	Julie Mueller
Improving Access to Books For Students	Jamie Logan
Innovation Space (Make 5th Grade Fabulous)	Katelin Kidd
Tower Garden	Lisa Allen
Simple and Powered Machines Maker Space	Summer Kavanaugh
Legacy Display of Inspiration and Action	Sarah George
BOOSTING STEM SKILLS WITH LEGO BOOST ROBOTICS	Heather Galie

Marbotics	Kelsey Brewer
iPads for Individualized Learning	Samantha Winkler
Executive Function in the Classroom	Jason Wiemelt
Current Events for All Ages through Newsela	Katherine Yeager
Project Lit Community	Amber Jones
CCSD Middle School Choir Festival	Clare Dardis
Courage Retreat 7th Grade	Kelly Snell
Aerial Photography	Laura Coupas
Insulated Lunchbags PBL	Anne Chapdelaine
Hummingbird Robotics in the STEM Lab (Part 1)	Alex Hull

Hummingbird Robotics in the STEM Lab (Part 2)	Alex Hull
Personal Financial Literacy at Mission Viejo	Charles Kastens
K-Ville Builds: Episode II	Charles Kastens
Evobots in the Makerspace (Part 1)	Emily Palmiotto
Evobots in the Makerspace (Part 2)	Emily Palmiotto
Increasing reading engagement	Laurie Sonheim
Makey Makey in the Makerspace (Part 1)	Sarah McCarty
Makey Makey in the Makerspace (Part 2)	Sarah McCarty
Beyond the Bean Seed Gardening Grant	Shannon McQueen

Makey-Makey" Depth and Complexity Framework Connections"	Tracy O'Brien
Reading and Home Connections	Abbey Ligon
Reading and home connections	Brianne Luna
Reading and Home Connections	Chris Palumbo
Reading and home connections	Erin Sallee
Reading and Home Connections	Sarah Storto
Mirror Image Arts	Beth Wienert
The Virtual Coach	Brien Hodges
GoBabyGo - Early Power Mobility	Christy Hupka

Post-graduate Counseling PD	Danielle Glasgow
Breaking It Down	Malena Diaz
High Tech Hands on Experiments	William Polk
Engaging and Differentiating with NearPod	Adrienne Razavi
Part of the Art	James Dykstra
Vocabulary Enrichment	Kelly Landen
Choice Novels for Diverse Learners	Laura Varble

Eliminating Waste Through Artistic Data Management	Luke Willis
Intervention Technology	Mark Scott
Next Level Workshopping	Pamela Ford
Light up someone's day	Tim Eich
Toybox 3D Printer for Beginners	Amy Schulz
Brain Bins	Dawn Green
High Interest Books for Students who Struggle with Reading	Katelyn Collyer
Using Restorative Practices to Improve School Connection	Lindsey Grove
Charging Station: Structured Preparation for Learning	Sara Beth Keppler

Document Based Questioning Support	Amy Okimoto
Going for the Gold	Lorrie Yoshinaga
CUEs and Code	Ian LaFarge
CUEs and Code	John Foyle
Peak Academies	Yvette Wrona
Putting Books In The Hands of Kids	Clemmie Castro
Putting Books in the Hands of Kindergarten Readers!	Denise Perea
A Colorful World of Sound with Musical Instruments on Your Fingertips	Don Fairchild
Putting Books in the Hands of Kindergarten Readers!	Gayle Foos

Putting Books in the Hands of Kindergarten Readers!	Jennifer Hensler
Tools for Marketing and Design	Naomi Meredith
Putting Books in the hands of Kindergarten Readers	Susan Paller
4-H Embryology	Lauren Dill
Bilingual Books	Ted Hartnett
Taking Design to New Horizons	Dan Cornell
Let is Sew!	Jennifer Radosevich
Follow Me to the Top--Student Leaders Rising	Jennifer Radosevich
Three Dimensional Thinking	Marie Mullan
Making Things Right	Marie Mullan

Knit Together	Marie Mullan
Creating & Exploring with Root Coding Robots	Julie Bateman
Instruments for ALL	Amber Adams
Student Magnetic Tile Letter Boards	Debra Lienemann
15 Student Magnetic-Tile Letter Boards	Elizabeth Atkerson
Culturally Relevant Library	Jannette McLaughlin

School

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Arrowhead

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Buffalo Trail

Buffalo Trail

Canyon Creek

CCIC

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CCIC

Challenge

Challenge

Cherry Creek Academy

Cimarron

Cimarron

Dakota Valley

Eastridge

Eastridge

Endeavor Academy

Falcon Creek Middle

Fox Hollow

Greenwood

Greenwood

Greenwood

Greenwood

Heritage

Holly Hills

Holly Hills

Holly Hills

Horizon Community

Independence

Laredo Middle

Laredo Middle

Laredo Middle

Liberty Middle School

Meadow Point

Mission Viejo

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Mountain Vista

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Mountain Vista

Joliet Learning Center-Adaptive Programs

Title 1 Schools

Special Education

Cherry Creek Elevation

I-Team Manor

I-Team Manor

Overland High School

Overland High School

Overland High School

Overland High School

Overland High School

Overland High School

Overland High School

Overland High School

Pine Ridge

Pine Ridge

Polton

Polton

Polton

Ponderosa

Ponderosa

Prairie Middle School

Prairie Middle School

Red Hawk Ridge

Rolling Hills

Rolling Hills

Rolling Hills

Rolling Hills

Rolling Hills

Rolling Hills

Rolling Hills

Sagebrush

Sagebrush

Smoky Hill High School

Smoky Hill High School

Smoky Hill High School

Sunrise

Sunrise

Sunrise

Village East

Walnut Hills

Walnut Hills

Walnut Hills

Walnut Hills

Description

Research shows that moving while learning increases retention.

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At Altitude, our students are all about modern day approaches to learning with items like Innovation, Design Thinking, and Critical Thinking at the forefront of our attention thus Computer Science continues to be one of the most beneficial and leading ways to envelope Math, Science, and English Languages Art with newfound Technological practices and viable problem solving strategies. Through this grant, we can give all of our 3rd Grade students new and meaningful resources and learning opportunities that open their minds and immerse them in programming new devices and robots to measure things that relate directly to content standards such as Life Cycles, Weather, Energy, States of Matter, Force & Motion, and beyond!

Enhancing student engagement and fostering global understanding through the use of Google expedition virtual reality is a dream combination for my class, Global Citizenship. My goal is to take my students around the world so they can become compassionate, engaged members of the world.

Unbox the magic of STEM Bins! Through the implementation of STEM Bins, students will explore the engineering process in their own creative way as they engage, create, and build with a variety of materials.

Moving away from a ready-made knowledge, the innovative mindset allows our learners to construct their own knowledge by creating and interacting with physical objects. Renovated learning through hands-on "Wonder Tubs" will allow students to build a culture of creativity, innovation and discovery that will provide students with real-world challenges.

The third graders at Altitude Elementary would love to creatively explore math, reading, and independent thinking through STEM bins, Makerspace materials, and engineering.

Our cutting edge students can create anything! The Cricut Maker will be a barrier breaking tool to bring our creative ideas to life.

Let's foster our inner inventor to think, explore, design and build prototypes, bring concepts to life, and to collaborate and share ideas with other makers and hackers. Makerspace carts are portable, compact makerspaces that can be customized to each classroom culture and shared across a grade level or a school.

Explore, Create, Wonder, Design, Evaluate, Persevere, Challenge: these are the words that are the foundation of the five fourth classrooms at Altitude Elementary. We have a mission to provide thinking tools to support growth mindset, design thinking, and innovation.

This grant will be used to buy materials for maker space bins. Embedding maker space bins and materials into the curriculum and standards will help students engage in iterative, creative, and critical thinking in order to ultimately develop a maker mindset.

This grant would allow me the ability to create a learning library oasis in my 2nd grade classroom which would give kids more seating and reading options . I would achieve this through offering a larger variety of innovative flexible seating options as well as providing a large selection of new, diverse and multicultural books that my students would be able to see themselves, their families, and their friends in.

Arrowhead, Buffalo Trail, Canyon Creek, and Rolling Hills Elementary Schools present an evening of community building through choral music.

This grant would allow us to purchase Snap Circuits Jr. and Bee Bot Coding Mice specifically for our K-2 students at Arrowhead Elementary. These innovative tech tools will teach our younger students the basics of computer programming and electronics.

This grant would allow all K-5 Arrowhead students access to a large Lego wall and thousands of building bricks and accessories to be used in our innovation space. The wall and bricks we are asking for would provide all of our students a fun, hands-on, collaborative learning experience that would support the daily STEAM dream :).

Use a 3-D Printer and a SketchUp design app to create useful tools for your classroom. This plan could help you teach volume and surface area to your fifth graders!

Every student at Arrowhead Elementary, including our kids with special needs, will have the chance to empower themselves physically, mentally, and emotionally by utilizing heart rate monitors in PE class. We would like to utilize this 1:1 technology which will engage kids with an innovative and healthy digitized learning experience that encourages physical activity, brain development, and self-empowerment through movement.

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For the purpose of community involvement and improved home-school partnerships, Aspen Crossing has purchased an App called SeeSaw. This app provides a venue for students to highlight and communicate their learning with their families.

For our second year of implementation, our first grade students will continue keeping up in this digital world by building an online portfolio daily using touchscreen Chromebooks and Seesaw. Communication and collaboration between parents, students and teachers will increase throughout the school year because families can interact with their child's learning on a daily basis.

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Project A.C.E., provides students in grades first through fifth learning opportunities that support their individual passions while engaging with other students and teachers that share similar interests. Project A.C.E. allows students to be creative, innovative, problem solvers, collaborating with like-minded individuals while having lots of fun.

"Kids in the Kitchen" is a cooking club for creative minded "makers" who are curious about making messes, making fractions meaningful, making friendships with other budding chefs, making cultural connections, and making culinary dreams come true.

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Rock-N-Roll Robots will give students the opportunity to employ newly learned coding techniques to compose songs that the Dash Robot can perform! Beethoven would love to collaborate with the students at Buffalo Trail if he could hear the amazing musical masterpieces they will create with their rainbow-colored xylophones.

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The geriatric simulator suit will allow student to personally experience the physical changes and effects that aging has on the body. Students develop empathy and compassion for the elderly through engaging discussions and hands-on care demonstrations.

A student run print shop is one of the many ideas that students at the CCIC will be engaging in, currently our existing equipment will allow us to print stickers, posters, make trophies and plaques - but not T-shirts. The Business Services instructors, Sara Mossman and Kim Reiser, would like to provide this opportunity to the many entrepreneurial minded students in our pathway and the entire campus!

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We believe that at Challenge, our humanities classes foster learning through interdisciplinary subjects, primarily through an integration with the arts. Our students apply what they have learned in humanities (social studies/ language arts) to a hands-on art experience which solidifies and helps assimilate information in a concrete way, producing a final work of art and writing piece. In this grant, students will be exploring the European and Japanese Medieval periods and the great empires of Western Africa through contemporary young adult literature.

Students will use the engineering design process to design and build earthquake-proof towers that can be easily and quickly constructed with reusable floor plates and connectors. This will allow more time for redesigning and rebuilding their towers after testing them on a tremor table.

Students explore the hands-on, creative experience of making music on electric guitars and basses, and create their own "Schoolhouse Rock"-style songs based on classroom content and emotional expression. Through this process, they personalize their educational experience in dynamic and memorable ways.

Access for All is a grant that supplies Logitech headphones with boom microphones. These headphones will give our students access to expressing their thinking in a format that appeals to 5th graders and allows students with accommodations and tools to be seen as normal in classrooms.

All of our students will benefit from access to a diverse selection of tools to best meet their social/emotional needs. Books, games, curriculums and resources will help improve and increase student engagement, focus and participation, as well as help increase their educational success in the classroom.

The use of a 3D printer where a student can touch, hold, and interact with what they are learning. Using a everyday problem, students will design/invent a solution, create, and print using the 3D printer.

Aquaponic Mania is project based learning in the most innovative sense possible! This project marries the knowledge of marine biology, horticulture, technology, programming, hydroponics, sustainability, and life on mars.

This grant will provide needed funds for a much needed exterior courtyard improvement project in which multiple types of art will be used to improve the space including kinetic art, a sound garden, and mosaic art. This project will impact the entire school population.

After completing a comprehensive introduction to Arduino circuitry, C++, and 3D printing, Endeavor students have the opportunity to self-select an independent project. Previous projects include: Fingerprint scanner ignition system for a vehicle, self-watering plant system, LED Neoboard, and robotic cars.

Sixth grade students will gain an understanding of thermal heat transfer as they become research scientists and engineers. In this project, students work together in teams to create devices or other design solutions that release or absorb thermal energy in order to prevent food spoilage, hypothermia, or heat stroke.

The Fox Hollow Day of Design is a schoolwide opportunity that allows every student to plan, make, build and tinker as part of the Global Day of Design. It is a one-day, whole school event with a focus on implementing Design Thinking in every classroom to inspire students and teachers to create!

My goal is for students to see that books are like mirrors in which they can see themselves and also windows in which they can experience people, cultures, and adventures from all over the world. I want to make sure every student has equitable access to high-interest books that their peers are reading in order to strengthen our reading community.

Designing an interactive classroom with the use of interactive seating, floor model stationary bicycles, and other interactive spaces in place of traditional furniture assists. I hope to create a flexible learning space that promotes collaboration. Furthermore, these items help reduce attention issues, stimulate both sides of the brain, and promote better posture.

Fifth and fourth graders at Greenwood Elementary School will use an indoor garden device called the Tower Garden to be able to grow vegetables and flowers all year long. Not only will students benefit from the science behind the Tower Garden, they will also sell what they grow and donate all profits to the philanthropic organization of their choice.

This grant will allow our new STEAM program to introduce students to the ways that simple machines work in combination to provide us with so many technological advances. In addition, students will begin to understand the impact that adding power to machines has on their ability to do work.

For the purpose of uplifting the students who create the mural, and all who interact with it in the future. To foster student awareness and involvement with public art within the local community.

I would love Lego Boost robots to use school wide to help expose students to more coding and robotics lessons. Lego robots are engaging, fun, and help students prepare for an amazing future in the careers of STEM!

To ensure the needs of first grade students are being met in terms of cognitive and fine-motor function, students need to be able to navigate technology efficiently while also being able to physically touch objects and interact with them to address their developmental needs. We would like to implement Marbotics and Osmo across content areas to increase student familiarity with letter sounds, word building, numbers, and shapes to the level of mastery through exploration.

Having iPads will provide ILC students at Holly Ridge access to a variety of apps that support their progress in achieving their IEP goals and accessing grade-level content. Meeting the individual needs of children with learning differences often requires educators to use a variety of creative approaches and strategies and these iPads will support educators in focusing on intentional, individualized planning and will support students in increasing motivation and engagement in learning.

This grant will facilitate the implementation of tools and specialized classroom furniture to support students both with and without special needs who struggle with hyperactivity, organization, and engagement within the classroom setting.

Newsela is an online subscription news source that provides a vast selection of informational articles on highly engaging topics. Every article is available at five reading levels, which allows every student to access the same content regardless of reading ability.

This grant will help launch our Project Lit book community and book clubs. This service learning project will put culturally responsive books into the hands of Laredo Middle School students.

The Cherry Creek School District Middle School Choir Festival brings together singers from all eleven middle schools. Students work with a clinician to improve their performance, technique, and rehearsal skills.

The Courage Retreat from Youth Frontiers will help to create a more positive social and emotional culture at Laredo Middle School. All 7th grade students will have an interactive, meaningful day of training that will give them the skills to stand up to bullying, be kind and find healthy ways to address conflict.

Drones are not just fun, they are becoming an important tool in many different professions. Aerial photographs are beautiful and interesting as stand alone art, but also have the ability to sway a buyer to purchase a house, tell a firefighter how a forest fire is moving, or tell an ecologist about the health of a specific remote area.

3rd graders will design, create, and test usable lunchbags through a PBL framework. Students will be able to innovate through this design, feedback, redesign, create, test, and reflection process using real tools and materials.

With this grant opportunity, student at Mission Viejo will have an opportunity to create interactive sculptures, scenes, and "robots" that show their understanding of various subject areas. Students will also be problem solving when coding each part of the Hummingbird Robotics kit and with a numerous amounts of block or script coding options such as Snap!, JavaScript, or Python.

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Now more than ever, students need to learn the importance of managing their financial resources. This project will bring Personal Financial Literacy (PFL) resources and professional development to Mission Viejo teachers, students, and their family members.

Students in my classroom will be working together with the Mission Viejo Garden Club on this endeavor. Funds received from this grant will be used to build six planter boxes, one for each grade level, to be utilized during the FOSS Kits Life Science units.

With this grant opportunity, students at Mission Viejo will be given the opportunity to code an Evobot in a variety of ways in our new Makerspace. Students will be able to work collaboratively and solve problems while coding these amazing little robots.

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This grant will provide students with appropriate phonetic and instructional, high interest, fiction, and non-fiction books. These book sets will be used in small group reading instruction for students with reading disabilities to increase engagement and therefore increase reading levels.

With this grant opportunity, all students at Mission Viejo will have the opportunity to create interactive products that display their learning in our new Makerspace. Students will have the opportunity to design interactive dioramas, maps, posters, etc. based on academic content areas.

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With this grant opportunity, 520 Kindergarten through 5th graders at Mission Viejo Elementary School will have the opportunity to plant edible vegetables inside their own classrooms, watch them sprout, tend to the plants' needs, and sample the fruits (and veggies) of their labors. This grant, Beyond the Bean Seed, coincides with another gardening grant from Mission Viejo, K-Ville Builds: Episode 2, because Beyond the Bean Seed will provide the necessary gardening materials needed to fill, sow, and grow the seeds inside the K-Ville Builds raised garden beds.

With this grant opportunity, twenty-two 3rd graders and twenty-one 2nd graders at Mission Viejo Elementary School will use Makey-Makeys to understand the Depth and Complexity Framework that is being piloted at our school. As the ELS specialist, I will work in cooperation with the classroom teachers so that together we can introduce each icon and then utilize a Makey-Makey to solidify the student's understanding of the Depth and Complexity prompts that correlate with each icon.

Having access to books at home is a powerful tool to help young readers grow. We are looking to add more multicultural rich literature to our school's Take Home Library and provide students with quality bags to bring the books back and forth from school to home.

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Mirror Image Arts uses theater as a tool to build and enhance social emotional skills in youth. Mirror Image Art's curriculum aims to support students to develop leaderships skills, build empathy, and use their voices to advocate for themselves and their school community.

How does "the Coach" get coached? Using technology to capture coaching protocols will allow for Title I Instructional Coaches to provide each other meaningful feedback about their coaching.

The GoBabyGo program is in its second year and provides young students that are not able to walk by themselves access to a power car to move with more independence around the school environment. Access to power mobility provides kids with special needs an independent way to interact with their peers.

As a new school serving a very diverse population of students, the need for training surrounding post-graduate options is imperative to our abilities to be able to best serve their needs. We are a department of two and we would both greatly benefit from an opportunity to grow our level of expertise in order to best meet the needs of our students.

Breaking It Down is an opportunity for high school students attending the I-team Manor

to use breakdancing to express themselves, gain confidence, reduce stress, and empower

themselves to break down the emotional barriers that impedes success in school and in

their personal lives.

Students will be conducting experiments and collecting data with the use of Vernier software and probes. I serve students who struggle with engagement, this type of equipment leads to better engagement in the scientific process and eases the ability to collect reliable data.

Using a Platinum NearPod subscription in class would mean I could use technology and many useful programs on the web to differentiate for and engage students like never before, becoming a true guide as they learn. The student-paced, content-packed lessons I can use these student-paced, content-packed lessons immediately, adjust as needed to reach my objectives and the needs of my students, or build entirely from scratch to help push each student, especially with the real-time formative assessments this platform offers.

This grant will be used to provide incentives (in the form of bumper stickers, window decals, and framed works of art, buttons, and books) for companies to invest in the Overland High School Arts programs. At that same time, it will enhance visibility of Overland High School student art in the surrounding community.

Vocabulary acquisition, one of the most powerful tools in life, exceeds almost any other skill. Whether or not students are native speakers or English Language Learners, vocabulary accretion improves reading comprehension, social interactions, test-taking abilities, career advancement, writing, communication, and overall life experiences. If one single skill exists that crosses all disciplines, vocabulary enrichment acts as the common denominator and the accelerator of understanding the world.

Differentiated choice novels are meant to engage an extremely diverse audience with contemporary and varied protagonists who represent the Overland High School population. This differentiation will significantly improve instruction in the ELL-teamed classroom and will build increased engagement and more positive attitudes toward reading as well as create a community of readers and writers.

An often overlooked, but highly significant part of any digital art (video, graphic design, photography, 3D modeling, etc) is color and value calibration. This grant hopes to provide a way for all of the digital arts to calibrate what they see on a screen with the actual printed or broadcasted product that the end user interfaces with.

Give our intervention students access to calculators to be used when they are being tutored by their peers in our intervention classes. Give our upper level intervention students access to calculator technology that is currently only available in their classes.

Our students do not have consistent access to computers and printers, which hinders our ability to teach them how to properly work through composing strong, challenging, and engaging essays. Writing Workshop (or WW) can bring those components to life as students put down the computers and learn how to properly revise and edit multiple drafts of essays.

Our hope is to attain portable flash equipment and portrait quality lenses in order to offer students an affordable option for senior portraits, while creating sustainability through minimal profits.

I am looking to add three Toybox 3D Printers to my STEAM classrooms. These are great 3D printers for beginners, and I hope to make 3D printing activities accessible for all grade levels.

"Brain Bins" are innovative tubs of hands-on, STEAM materials that students can access at the beginning of the school day to engage in creativity and community during our soft start. The "Brain Bins" will contain a variety of engaging materials that students will use to create, build, and explore while working together to promote language skills, fine motor coordination, and collaboration in 4 kindergarten classrooms.

When intermediate elementary school children struggle with reading, it is important that we have high interest decodable books that are interesting so they are motivated to read. High Noon Books help struggling readers succeed by providing students with high interest decodable books.

In order to be successful learners, our students need to be approached as a whole person and have access to connections with their peers and adults in the school. With this grant, it will provide every classroom teacher with a concrete toolbox to use restorative practices and circle techniques to help build connections in their classroom and educate the whole child.

The "Charging Station" program prepares preschool students to independently engage in new experiences at school through a uniquely designed physical space in the classroom. Students learn to "re-charge" by pairing challenges with positive experiences thereby building relationships, teaching emotional regulation skills, increasing independence, and establishing positive approaches to learning.

This request is providing access to students in grades 3 through 5 at Ponderosa Elementary to DBQ Online will provide invaluable opportunities for critical thinking, document analysis, and argument writing. This resource will allow our students to grow and learn and discern their own opinions on relevant, real topics as well as prepare for higher level research skills.

Third graders will be using 2 iPad minis, cases, and service agreements to create an online portfolio of their work throughout the year that can be shared with their teachers and their families. Using, their creativity to show their understanding of the content in video, pictures, written words, and their voice, they will try out new applications to extend their learning and respond to literature.

CUE Robots support the STEM initiative by providing students access to coding through hands-on robotic programming. Students will use innovative practices to learn, create and collaborate to solve both basic and complex coding tasks which will prepare them for access into the Cherry Creek Innovation Campus (CCIC).

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Peak Academies offer extracurricular opportunities WITHIN the school day to allow EVERY student access to hands on, high interest learning typically only available through before and after school clubs. All adults in the building lead inquiry based classes which are designed around the areas of Gardner's Multiple Intelligences and based on student interest surveys.

Kindergarten students will be actively engaged in reading independently because of this grant opportunity. The twenty-one students in my classroom, as well as the additional 65 kindergarteners at Rolling Hills Elementary, will increase reading engagement and rigor by having a variety of books available in their classroom!

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Arrowhead, Buffalo Trail, Canyon Creek, and Rolling Hills Elementary Schools present an evening of community building through choral music.

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Over 400, grades 3-5 students of all levels will be engaged in STEM (science, technology, engineering and math) lessons that will correlate with creating marketing and design products with online software that can be printed and cut out efficiently and quickly.

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Students will learn the parts of an egg, observation skills, measurement techniques, and life cycles. Arapahoe County 4-H staff will teach them how the chicks develop, candle the eggs so the students can view the embryos' progress, and lead egg science experiments.

I am applying for bilingual books to build a culture of empathy in my classroom. My goal is to give students access to books in their native language, while also exposing native English speakers to the challenges of reading books in a language not familiar to them.

Drones are everywhere and will play a huge role in the future, but not many know the science, engineering, and programming behind them. The Smoky Hill Design Studio wants to attract a more diverse population and engage younger students into the STEM world through drone design and racing.

Students will have access to a sewing machine in our iDesign lab that will allow them to work creatively in a different medium. Supplying a vehicle for function, practical, and therapeutic art will bring an added dimension to our iDesign lab and allow students to express their cultural and creative geniuses.

Smoky Hill's Diversity Leadership Team is a group of students dedicated to pursuing conversations about race and diversity that are student centered and student led. Completing a leadership ropes course will help students learning to lead in this difficult area by helping to build individual self-confidence and team unity and trust.

Sunrise students can use a 3-D printer to translate their ideas into reality, while understanding the value of design, planning and practice. Project-based learning helps students develop basic skills and use them to create a concrete, meaningful product.

Project-based learning helps students develop basic skills and use them to create a concrete, meaningful end product. A dedicated, centralized, and organized stock of tools and materials will help students translate their ideas into reality, while minimizing the time educators spend in sourcing materials.

Understanding craftsmanship and mastery means understanding the value of practice, stamina, and achievable but rigorous standards in both career and academic achievement. Collaborating on a handwork project offers students a chance to practice social-emotional strategies in a project-based learning environment, while offering a tangible and useful end-product.

This grant will be used to purchase a starter classroom pack of Root robots, which are designed to equip children with the skills to code a robot to draw and create. The grant will include 2 robots as well as 2 iPads that will be required to program the robots.

Orff instruments (xylophone, metallophone, glockenspiels, ect.) give students a visual representation of notes, intervals, and music as a whole. By adding to our current inventory, we can help students access this tool in smaller groups.

In my classroom I offer whole, small group and 1 on 1 instruction using the Really Great Reading Program for High Definition (HD) to help my readers master the essential skills to become strong, proficient, independent readers. The goal of the grant would be to provide my students manipulative kits that include magnetic colored tiles, letter tiles, and Syllaboards that are used with the lessons in the Really Great Reading Program.

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This proposal seeks funding to expand our multicultural and multilingual library at Walnut Hills Elementary with books at varying reading levels that teachers can use for instruction through read alouds, book clubs, and independent student reading. These books will be chosen to reflect the specific cultures of our increasingly diverse student population.