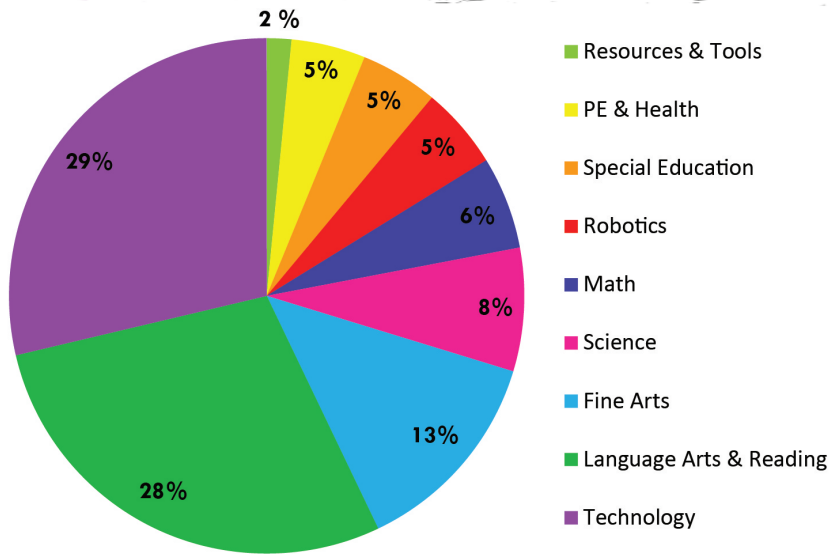


GRANT A WISH

2018 - 2019 CLASSROOM GRANT CAMPAIGN



80 Wishes totaling over **\$111,000** were awarded to Elkhorn Public Schools classrooms through the Foundation's Classroom Grants Program this year!



Please consider supporting our classroom grant program so we can continue to grant more wishes for grants like new technology, anti-bullying rallies, schools plays, and more! You can even designate your donation for your school or specific grant.

SEE THE LISTING OF YOUR SCHOOL'S GRANTS ON THE BACK.

Your donation will be recognized in the program for our Hall of Fame Reception on October 25th, as well as on grant checks at each school.



Yes! I want to help grant wishes!!!

Please accept my donation of \$ _____

Apply to any "wish" or school requiring funding.

Direct my contribution to the following school, category or grant:

I wish to remain anonymous for recognition purposes.

My recognition preferences are different than below. Please use the following name(s) in your HOF Program: _____

Name _____

Address _____

Phone _____ Email _____

DONATIONS ARE DUE BY OCTOBER 5TH.

Return this form with your check payable to Elkhorn Public Schools Foundation to our office at:

20272 Veterans Dr.
Elkhorn, NE 68022

You may also donate online. Click the 'Donate Now' button on our homepage.
www.elkhornfoundation.org

The Elkhorn Public Schools Foundation is a private, non-profit 501c(3) corporation. Any questions? Call 402.289.1727

Thank you for your support!!!

GRANT A WISH

2018-2019 EPSF Classroom Grant Program-Elkhorn Valley View Middle School Wish Request

School	Grant Name	Description	Requestor	Grade	Amount
Elkhorn Valley View Middle School	<u>Interactive Projector</u>	Research supports the benefits of using the most recent technology in the classroom. According to an article by Kelly Sheridan in Information Week, August 2013 entitled, Blended Learning Improves Test Scores, "a new study by the Rand Corporation and the Department of Education gives new credibility to the popular notion that blended learning-a combination of traditional classroom methods with computer-mediated activities-can improve student test scores." According to http://smarttech.com , "Educators using high levels of collaboration technology with best practices are up to 3X more likely to report positive results on a range of education outcomes." With our growing district, schools and teachers are having to be creative in using the buildings to their potential and "technology mix creates flexible learning environments." Overall, "Technology supports collaborative learning. Collaborative learning prepares students for future successes. It develops social skills, facilitates information retention, improves the learning experience and enhances creativity." If we are to prepare our students for today's world, we need to provide them with opportunities to become comfortable using today's technology. The smart projector will allow me to easily integrate 21st century technology into my classroom without having to sacrifice the practicality of my white board.	Kendra Kortus	6th	\$2,994.00
Elkhorn Valley View Middle School	<u>Interactive Projector</u>	Using the most recent technology in the library will have a significant impact on all students at Elkhorn Valley View Middle School. Research confirmed that utilizing technology, such as an interactive projector, has impacted test scores. According to an article by Kelly Sheridan in Information Week, August 2013 entitled, Blended Learning Improves Test Scores, "A new study by the Rand Corporation and the Department of Education gives new credibility to the popular notion that blended learning-a combination of traditional classroom methods with computer-mediated activities-can improve student test scores." The library is the hub of the school with many lessons being taught across all grade and content levels throughout the school year. Additionally teachers who do not have interactive whiteboards could utilize the classroom space for interactive lessons, enriching the students' learning experience. According to http://smarttech.com , "Educators using high levels of collaboration technology with best practices are up to three times more likely to report positive results on a range of education outcomes." The Epson interactive projector will allow myself and my fellow teachers to easier integrate 21st century technology, enriching the teaching and learning landscape at Elkhorn Valley View Middle School.	Jenna Reeh	6th-8th	\$2,994.00
Elkhorn Valley View Middle School	<u>Interactive Projector</u>	Research supports the benefits of using the most recent technology in the classroom. According to an article by Kelly Sheridan in Information Week, August 2013 entitled, Blended Learning Improves Test Scores, "a new study by the Rand Corporation and the Department of Education gives new credibility to the popular notion that blended learning-a combination of traditional classroom methods with computer-mediated activities-can improve student test scores." According to http://smarttech.com , "Educators using high levels of collaboration technology with best practices are up to 3X more likely to report positive results on a range of education outcomes." With our growing district, schools and teachers are having to be creative in using the buildings to their potential and "technology mix creates flexible learning environments." Overall, "Technology supports collaborative learning. Collaborative learning prepares students for future successes. It develops social skills, facilitates information retention, improves the learning experience and enhances creativity." If we are to prepare our students for today's world, we need to provide them with opportunities to become comfortable using today's technology. The smart projector will allow me to easier integrate 21st century technology into my classroom without having to sacrifice the practicality of my white board.	Nate Auman	6th-8th	\$2,994.00
Elkhorn Valley View Middle School	<u>Interactive Projector</u>	Research supports the benefits of using the most recent technology in the classroom. According to an article by Kelly Sheridan in Information Week, August 2013 entitled, Blended Learning Improves Test Scores, "a new study by the Rand Corporation and the Department of Education gives new credibility to the popular notion that blended learning-a combination of traditional classroom methods with computer-mediated activities-can improve student test scores." According to http://smarttech.com , "Educators using high levels of collaboration technology with best practices are up to 3X more likely to report positive results on a range of education outcomes." With our growing district, schools and teachers are having to be creative in using the buildings to their potential and "technology mix creates flexible learning environments." Overall, "Technology supports collaborative learning. Collaborative learning prepares students for future successes. It develops social skills, facilitates information retention, improves the learning experience and enhances creativity." If we are to prepare our students for today's world, we need to provide them with opportunities to become comfortable using today's technology. The smart projector will allow me to easier integrate 21st century technology into my classroom without having to sacrifice the practicality of my white board.	Erika Kepler	6th-8th	\$2,994.00
Elkhorn Valley View Middle School	<u>Gamification of Industrial Tech Modules (Button Maker)</u>	The current middle school industrial tech curriculum consisting of 15 unique modules is designed to encourage independent learning and research. Unfortunately, students often get discouraged when faced with challenging problems as the curriculum doesn't allow for differentiation for abilities or grade levels. Students learn from one another rather quickly which modules are "easy" and which ones are "hard." They avoid modules that challenge them in favor of ones they've heard are easy. When I started teaching IT this year I found that the majority of students simply guessed the answers on their module quizzes. I decided to try to turn them into a game to see if I could increase their scores and help them learn how to research. It's been a HUGE success. Students in my room are overheard discussing the best way to search the web, they are using critical thinking skills to talk through difficult problems, and they are working collaboratively to achieve a shared goal. Their grades have drastically improved. But they are still avoiding modules that they view as challenging. I'd like to try and build on my current success by offering badges (buttons) for successful completion of each module (similar to the Boy Scouts/Girl Scouts). I believe that by creating really desirable badges (buttons) for challenging modules students will be more willing to try to tackle them. In the process I believe that they will end up finding that the "hard" modules are really interesting and rewarding and they will be more willing to take risks and participate in new and exciting opportunities in the future.	Crista Goehring	6th-8th	\$412.00
EVVMS TOTAL					\$12,388.00