Examples of WISD Education Foundation Grant Proposal Summaries

You've got to Move It

Weatherford High School's Sports Medicine(SM) I and SM II classes are innovative electives offered to give students, 9-12, a glimpse into the numerous healthcare occupations that work closely with sports, athletes, and athletics as well as parallel to the exciting career field of athletic training.

The class typically utilizes textbooks, power points, and hands-on activities of taping and wrapping for joint support. It is our desire (Glenn & Bryant) to transfer learning from the past techniques of teaching anatomy to placing into the student's hands anatomical models that will exhibit bones, ligaments, muscles, and other relevant connective tissues commonly associated with sports related injuries. Students will be able to perform hands on activities with interactive joint models that will stimulate small group discussion and purposeful talk thus providing recognition and reinforcing effort of body part anatomy.
Learning tasks of sprains, strains, and fractures at multiple joints can be focused upon both close up and palpation able. Interactive joint models of anatomy could stimulate real world learning by giving students actual dimensions of life size anatomical structures in line with identifying similarities and differences e.g. knee, shoulder, ankle, etc. These Interactive joint models will also provide our student assistants cooperative learning in the athletic training room when models are used to explain to athletes and parents of WISD their injury(s) being presented.

It is our belief that the purchase of these anatomical Interactive joint models, complete life size skeleton, DVD's, and anatomical poster(s) are in line with Weatherford ISD's strategic goals, value statement of engaging personal & organizational learning, Marzano's strategies e.g. using rubrics to measure student engagement with anatomy models, as well as classroom innovations to empower and enrich student learning.

Cyborg on the Loose!

I would like to bring a Lego Robotics program to Hall Middle School where I will be teaching 6th grade mathematics next year. This program would grow students' creative problem solving skills and enable them to become the critical thinkers and creators of the future by allowing them to engage in hands-on learning experiences. Students can see how hypotheses, equations and planning translate into real-world solutions, skills and successes through the work of their own hands instead of just watching videos of other people, or hearing about it. Also, they can experience real time problem solving opportunities with physical materials that are commonly only experienced in paper-pencil situations. This trial and error environment not only increases student engagement, but also helps students develop endurance, perseverance, and internal motivation to continue until the task is complete, even in difficult and frustrating situations. Through real-life themes and engaging physical and digital creation we can grow and develop 21st century learning skills. These include a combination of teamwork,

communication and collaboration, all of which are in high demand in our community. As a result of this program, I will be about to teach mathematics in such a way that was not possible before. I can have students physically experience unit rate through the use of rotations on a motor. They can measure the total distance traveled by the robot and divide by the number of rotations the robot was programed to travel, instead of hypothetical situations on paper. Students can calculate angle measures by the number of rotations one wheel moves forward and the other wheel moved backwards, instead of angles on a page. I can have students experience force and motion while programing motor strength and lifting abilities instead of drawing arrows and guessing if it would create enough force to lift an object. Lego robotics can finally make math come to life for students and allow them to become engaged and invested in their own learning.

Escape Traditional Learning with Breakout EDU

Your time begins in 3, 2, 1, Go!! We all know that students are competitive, and competition brings excitement and motivation to the classroom. Let's bring this to Weatherford High School and break out of traditional learning using the Breakout EDU escape game! This tool brings an Escape Room experience to the classroom, allowing students to think critically and problem solve while working as a team!

The Breakout EDU kit comes with multiple locks, a uv light, clue cards, and even an invisible pen! In addition, each kit comes with hundreds of already created educational games. Math teachers can have their students play "A Trapped Zoid," where students can analyze the characteristics of a trapezoid and even work out problems to find the area of a trapezoid. History teachers can have their students analyze the causes and effects of social issues during World War II by playing "Decoding the War." Teachers can easily find a game relative to their grade level, content area, and state standards/TEKS. The teacher can even create their own games to personalize the lesson to fit their students' needs, which is perfect for our Advanced Placement classes, Gifted and Talented students, or even our Special Education classes.

As we all know, problem solving and working as a team is essential to the success of our students as they enter the real world. As a matter of fact, teamwork skills are in high demand because teamwork is vital to the success of many companies. This exciting learning tool offers our students the opportunity to work collaboratively while under pressure to unlock the box! By working as a team, our students will gain confidence, improve listening skills, support one another, and even strengthen communication skills.

Imagine walking into a classroom where students are huddled around a lock box, smiles on their faces, and determination in their eyes! Engagement and learning is happening in an exciting and innovative way! As Dr. Hanks once said, "Learning should be fun!" Let's bring the excitement of an escape room to the classroom and get our students thinking outside of the box! Let's escape traditional learning with Breakout EDU!

Bring Teaching and Learning to Life through Virtual Reality

Field trips offer our students a hands on and culturally enriching experience. So, why don't we offer our students these experiences more often? MONEY! Of course field trips are expensive and very time consuming, but what if we could offer our students the same enriching experiences without having to leave the classroom? We can! Using VIRTUAL REALITY! Virtual reality is an exciting new piece of technology where students can touch and manipulate objects within a virtual environment in order to generate a greater understanding of them. If you think about it, our students will be able to virtually visit ANY place in the world!

Virtual Reality (VR) offers our students more than virtual field trips; it brings teaching and learning to life. Teachers can use this tool to create interactive scenarios which reflect real-life situations. For example, science teachers can have a virtual laboratory, where students can take an extraordinary journey inside the human heart. History teachers can take their students on an exploration of the Great Wall of China. What about our graduating seniors who plan to attend college? They can take a tour of the college campus that they are interested in going to!

Teachers love this learning tool because it provides a hands on, engaging experience for our students. ALL students and ALL learning styles benefit from virtual reality. We can reach our visual and kinesthetic learners, our ELLs, and our SpEd students because of the ability to help students understand complex concepts with a hands on approach to learning. Imagine walking into a classroom with VR goggles attached to each student's heads, and their jaws dropped because they are experiencing something AMAZING!! Any educator would agree that whatever the students are engaged in, it must be an exciting and innovative LEARNING EXPERIENCE for our students!

To make virtual reality possible on our campuses, we have written the grant for VR viewer goggles and iPod Touch devices. Many people use smartphones for the virtual reality experience, but in education, we want all of our students to have the opportunity to explore a new and exciting way of learning without the use of cell phones. As we all know, cell phones can be a distraction and not every student has one. Luckily, VR viewer goggles are compatible with the iPod Touch devices. Teachers will be able to choose from over a thousand educational apps that can be downloaded to the iPod Touch, taking student learning experiences to a new level! Let's bring our teaching and learning to LIFE and make the impossible, possible with virtual reality!