

INNOVATION IN TEACHING COMPETITION SCHOOL YEAR 2016-2017 WINNERS

<i>Teacher Name</i>	Claudia Fitzwater
<i>Grade Levels</i>	First – Fifth Grades
<i>Subject Area</i>	Spanish
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>School</i>	Charles R. Drew Charter School
<i>District</i>	Atlanta Public Schools
<i>Unit Description</i>	In this unit, students combine traditional story-telling with technology to create a digital storybook about a monster. Using the book <i>El monstruo de colores (The Color Monster: A Pop-Up Book of Feelings)</i> , students learn about emotions in Spanish and apply this knowledge to write a story of their own. Each student develops their own monster character, scripts a story about it, and designs a puppet to perform in a culminating mini-theater. Although the plan is written to teach Spanish standards, it can easily be modified to teach English Language Arts standards.

<i>Teacher Name</i>	Cheri Nations
<i>Grade Level</i>	Eighth Grade
<i>Subject Area</i>	Physical Science
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>School</i>	North Gwinnett Middle School
<i>District</i>	Gwinnett County Public Schools
<i>Unit Description</i>	In this project-based learning unit, students learn concepts of energy transformation and the relationships between force, mass and motion by engineering a roller coaster. During the design process, student teams must incorporate required criteria, stay within the provided constraints and budget, keep on schedule, and consider the structural, safety, and environmental implications of their roller coasters.

<i>Teacher Name</i>	Kaycie Rogers
<i>Grade Level</i>	Third Grade
<i>Subject Area</i>	Science and Social Studies
<i>Priority Area</i>	Innovative Practices to Close the Achievement Gap
<i>School</i>	East Jackson Elementary School
<i>District</i>	Jackson County School System
<i>Unit Description</i>	This rigorous, interdisciplinary unit plan is designed to reach third grade students at all ability levels by incorporating the high-interest topic of the Olympics. By delving into the history of the games, students master a variety of standards in social studies, math, and science. After engineering a robot capable of sophisticated movement, the unit ends with the “Robotic Olympics,” where student teams representing different nations compete for a medal.