

## INNOVATION FUND TINY GRANT AWARD WINNERS JUNE 2017

<i>School District</i>	<b>Atlanta Public Schools</b>
<i>School</i>	<b>Charles R. Drew Charter School</b>
<i>Project Name</i>	<b>Tiny House, Huge Impact</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	The Engineering Applications students of Drew Senior Academy will design and construct a tiny house for use by future Maker VISTA team members. The tiny house will improve the sustainability of the Maker VISTA program at Drew. This project will fully integrate all disciplines of STEAM learning, resulting in a real solution to a community problem that will ultimately impact the entire Drew Charter School student body.

<i>School District</i>	<b>Atlanta Public Schools</b>
<i>School</i>	<b>Wesley International Academy</b>
<i>Project Name</i>	<b>Student News Broadcast</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$3,325.39
<i>Description of Project</i>	Wesley International Academy will start a student news broadcast club that will air daily. Under teacher supervision, students will be in control of content, writing, anchoring, props, filming, and editing the daily news broadcasts.

<i>School District</i>	<b>Atlanta Public Schools</b>
<i>School</i>	<b>Westside Atlanta Charter School</b>
<i>Project Name</i>	<b>eSTEAM Builder</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$7,275.04
<i>Description of Project</i>	The middle grades math and science teachers at Westside Atlanta Charter School (WACS) will create a STEAM program to give learners the opportunity to engage in collaboration and critical thinking. The WACS STEAM program will be an engaging, interactive program that provides experiences and applications that allow students to construct knowledge through science, technology, engineering, arts, and mathematics.



<i>School District</i>	<b>Bulloch County Schools</b>
<i>School</i>	<b>Sallie Zetterower Elementary School</b>
<i>Project Name</i>	<b>Sprouting STEM Take 2</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	Sallie Zetterower Elementary School will develop a project based learning approach in an outdoor STEM lab to give students opportunities to work on authentic challenges over an extended period of time. The outdoor classroom will include several different habitats for students to observe native Georgia plants and animals and watch the life cycles and behaviors of different species.

<i>School District</i>	<b>Cobb County School District</b>
<i>School</i>	<b>Office of Early Learning</b>
<i>Project Name</i>	<b>Ready, Set, Read!</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	Ready, Set, Read is an early literacy initiative and partnership between the Cobb County School District (CCSD) and WellStar Health System, designed to build upon current national and state campaigns to improve early literacy among today's children. This initiative will allow CCSD to provide support for the development of skills needed for early literacy to parents of children birth to age five.

<i>School District</i>	<b>Colquitt County School District</b>
<i>School</i>	<b>Willie J. Williams Middle School</b>
<i>Project Name</i>	<b>PackerX</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$8,233.90
<i>Description of Project</i>	PackerX will create an interdisciplinary curriculum that gives students genuine autonomy through problem-based, self-directed research in order to spark intellectual curiosity, drive innovation, and prepare students for the research requirements of high school, college, and beyond.

<i>School District</i>	<b>Dalton Public Schools</b>
<i>School</i>	<b>Blue Ridge School</b>
<i>Project Name</i>	<b>Growing Great Readers</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy Development
<i>Amount Funded</i>	\$1,856.38
<i>Description of Project</i>	Blue Ridge School will use the Reader's Theater book sets to teach and practice fluency to increase comprehension and overall student achievement.



<i>School District</i>	<b>Decatur County Schools</b>
<i>School</i>	<b>West Bainbridge Elementary School</b>
<i>Project Name</i>	<b>Wildcat Teachers Club</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy
<i>Amount Funded</i>	\$5,901.50
<i>Description of Project</i>	To increase reading readiness, West Bainbridge Elementary School's (WBES) initiative will reach children from birth to age four living within the WBES school zone. Through the Wildcat Teachers Club, WBES staff will provide training and support to third and fourth grade students who have siblings in the target age group.

<i>School District</i>	<b>Douglas County School District</b>
<i>School</i>	<b>Alexander High School</b>
<i>Project Name</i>	<b>AHS Extended Robotics Team</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$5,933.14
<i>Description of Project</i>	Alexander High School will scale its competitive robotics program to the three county middle schools. Specifically, Alexander High School will provide resources to the three schools which will allow its students to participate in STEAM activities that involve design, building, programming, and teamwork.

<i>School District</i>	<b>Douglas County School District</b>
<i>School</i>	<b>Arbor Station Elementary School</b>
<i>Project Name</i>	<b>Arbor Station STEM Lab</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$8,800.00
<i>Description of Project</i>	Arbor Station Elementary School will use its tiny grant funds to equip the Arbor Station STEM Lab, which will serve kindergarten through fifth grade students. Each student will visit the lab weekly as part of Arbor Station Elementary's enrichment schedule and participate in STEM-related activities.

<i>School District</i>	<b>Douglas County School District</b>
<i>School</i>	<b>Sweetwater Elementary School</b>
<i>Project Name</i>	<b>VR Knights</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,999.00
<i>Description of Project</i>	Sweetwater Elementary School will enhance its STEAM initiative through the use of virtual reality technology in English Language Arts, science, and social studies. Virtual reality will immerse students in different environments and time periods that help them engage with the content in new ways.



<i>School District</i>	<b>Effingham County Schools</b>
<i>School</i>	<b>Ebenezer Middle School</b>
<i>Project Name</i>	<b>Blended Mastery Classroom with Chromebooks! Differentiating Instruction to Improve Learning for All Students</b>
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$9,116.48
<i>Description of Project</i>	This project creates a self-paced, blended learning environment. The objective is to promote mastery of Georgia Standards of Excellence in English Language Arts through a differentiated environment full of opportunities for remediation, enrichment, creativity, and self-efficacy.

<i>School District</i>	<b>Effingham County Schools</b>
<i>School</i>	<b>Springfield Elementary School</b>
<i>Project Name</i>	<b>Full STEAM Ahead...Fostering Future Leaders in STEM Fields</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,960.34
<i>Description of Project</i>	Springfield Elementary School will implement a STEAM education program to engage students in the engineering process to become effective communicators, critical thinkers, and problem solvers. The school will create a hands-on STEAM lab and stock it with STEAM materials and technologies. The lab will be used daily during school hours for STEAM education and monthly for its after-school STEM club which will include STEM competitions.

<i>School District</i>	<b>Fulton County Schools</b>
<i>School</i>	<b>Amana Academy</b>
<i>Project Name</i>	<b>ELA Modules and Mentors Make a Difference</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	To improve student reading outcomes by third grade, Amana Academy will implement a targeted effort in kindergarten through second grade that combines a robust English Language Arts curriculum, teacher training, mentoring services, parent workshops, and resource checkout in its parent center.



<i>School District</i>	<b>Fulton County Schools</b>
<i>School</i>	<b>McClarín Success Academy</b>
<i>Project Name</i>	<b>Modern Blended/Personalized Student Learning Environment</b>
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$9,787.50
<i>Description of Project</i>	McClarín Academy will implement a 100% digital classroom, without standard time periods. Students will complete a personalized curriculum at their own pace, with as much or as little remediation needed to meet academic goals.

<i>School District</i>	<b>Fulton County Schools</b>
<i>School</i>	<b>Evoline C. West Elementary School</b>
<i>Project Name</i>	<b>Arcade Awareness: Sustainability Wins</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$5,554.00
<i>Description of Project</i>	Arcade Awareness: Sustainability Wins will allow fifth grade students to use Bloxels and Bricklab kits to create and operate their own video games. Students will research environmental science topics to learn about how they are impacting the planet and how the community can work to solve these problems.

<i>School District</i>	<b>Georgia Connections Academy</b>
<i>School</i>	<b>Georgia Connections Academy</b>
<i>Project Name</i>	<b>GACA Mobile MakerSpace</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$4,280.00
<i>Description of Project</i>	Georgia Connections Academy will expand upon current resources to develop a mobile MakerSpace that can travel to virtual school students throughout Georgia. The purpose of this project is to provide educational technology to encourage project-based learning and STEAM applications.

<i>School District</i>	<b>Gwinnett County Public Schools</b>
<i>School</i>	<b>Bay Creek Middle School</b>
<i>Project Name</i>	<b>Introducing the Robo-Rams</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$4,800.00
<i>Description of Project</i>	The tiny grant will equip Bay Creek Middle's new STEAM classroom with a robotics lab. This robotics lab will enable teachers to incorporate robotics into the curriculum.



<i>School District</i>	<b>Gwinnett County Public Schools</b>
<i>School</i>	<b>Couch Middle School</b>
<i>Project Name</i>	<b>Come GROW with me</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$2,432.93
<i>Description of Project</i>	Through ownership of a hydroponics lab, students will research new gardening techniques to build and maintain the lab. They will learn about community service when they cultivate the produce and donate the majority of the crops to the area food co-op. Students will work collaboratively within gifted and special education programs while learning how to collect data, use crop yield information to develop hypotheses, build upon interpersonal relationship skills, and develop leadership skills.

<i>School District</i>	<b>Gwinnett County Public Schools</b>
<i>School</i>	<b>Sycamore Elementary School</b>
<i>Project Name</i>	<b>The Breakfast Club</b>
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$4,069.63
<i>Description of Project</i>	Using a software called Classworks, Sycamore Elementary School will create a before-school blended learning program for approximately 25-30 fourth grade students. The Breakfast Club will focus on decoding and reading comprehension in an effort to increase students' Lexile levels and improve their performance levels on the Georgia Milestones English-Language Arts assessment.

<i>School District</i>	<b>Hall County Schools</b>
<i>School</i>	<b>Martin Technology Academy of Math and Science</b>
<i>Project Name</i>	<b>Digital Storytelling</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,944.00
<i>Description of Project</i>	At Martin Technology Academy, teachers will use digital storytelling to help students become creators of digital content, moving beyond the world of just consuming digital content. Creating digital stories will allow students to use their own voice and the expression of their personal ideas to show their understanding of the standards.



<i>School District</i>	<b>Henry County Schools</b>
<i>School</i>	<b>Hampton Elementary Charter School</b>
<i>Project Name</i>	<b>Monarch Butterfly Garden</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$1,009.90
<i>Description of Project</i>	Hampton Elementary Charter School will create a space for monarch butterflies to live near the outdoor classroom space. It will use its tiny grant funds to buy plants, gardening materials, woodworking materials, and paint materials to build caterpillar homes.

<i>School District</i>	<b>Henry County Schools</b>
<i>School</i>	<b>Hampton Middle School</b>
<i>Project Name</i>	<b>Virtual Reality: Changing the Classroom Experience</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,379.64
<i>Description of Project</i>	Students at Hampton Middle School will use virtual reality to learn and experience content standards without having to leave the classroom.

<i>School District</i>	<b>Houston County Schools</b>
<i>School</i>	<b>Thomson Middle School</b>
<i>Project Name</i>	<b>Next Generation Scientists</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$6,696.50
<i>Description of Project</i>	Through the Next Generation Scientists project, students will become adept in the use of Vernier probes to explore science phenomena., Students will explore complex labs by conducting inquiry-based experiments using the latest in probe technology.

<i>School District</i>	<b>Morgan County Charter School System</b>
<i>School</i>	<b>Morgan County Elementary School</b>
<i>Project Name</i>	<b>VR Makes us Who We Are!</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,999.00
<i>Description of Project</i>	Using Google Expedition Kits, students at Morgan County Elementary School will experience the regions and habitats of Georgia while on school premises.



<i>School District</i>	<b>Murray County Schools</b>
<i>School</i>	<b>Bagley Middle School</b>
<i>Project Name</i>	<b>Going Beyond the Ordinary with Virtual Reality</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,999.00
<i>Description of Project</i>	Bagley Middle School will immerse students in interactive virtual reality. It will integrate virtual lessons across the curriculum and bring new innovative technology into its classrooms.

<i>School District</i>	<b>Paulding County School District</b>
<i>School</i>	<b>Hiram High School</b>
<i>Project Name</i>	<b>Garden/Greenhouse Project</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$4,928.00
<i>Description of Project</i>	The garden/greenhouse project will help students with mild to moderate intellectual disabilities develop academically and socially while they learn skills in gardening and maintaining a greenhouse.

<i>School District</i>	<b>Rockdale County Public Schools</b>
<i>School</i>	<b>Flat Shoals Elementary School</b>
<i>Project Name</i>	<b>Making Magic with Makerspaces</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$1,883.46
<i>Description of Project</i>	Flat Shoals Elementary will create traveling maker spaces, for students to create products in their project-based learning courses at the gifted learning center. The traveling makers spaces will be filled with arts and crafts materials, office supplies, building materials, and other tools that will help students use their creativity, critical thinking, and problem solving skills to design and create quality projects that demonstrate their understanding of the curriculum standards and STEAM initiatives.



<i>School District</i>	<b>Rome City Schools</b>
<i>School</i>	<b>West End Elementary School</b>
<i>Project Name</i>	<b>WEE Cook to Read</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy
<i>Amount Funded</i>	\$4,500.00
<i>Description of Project</i>	West End Elementary School will provide a focused literacy opportunity for English Language Learners in kindergarten through second grade (approximately 60 students). Through the avenue of cooking and reading like a chef, students will become more fluent and confident readers and communicators. Activities like reading instructions, basic measurement, cooking, discussing food and nutrition, and writing recipes will encourage students to be problem-solvers and critical thinkers.

<i>School District</i>	<b>Rome City Schools</b>
<i>School</i>	<b>West End Elementary School</b>
<i>Project Name</i>	<b>WEE Worms</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	West End Elementary first grade students will observe worms in order to increase their vocabulary and improve their oral reading fluency. Using the design process as established in the STEAM curriculum, students will observe earthworms, design and build habitats, plant a garden to become the future home for the worms, and investigate the uses and benefits of vermicomposting. Students will present their findings on worm life cycles, the necessity of earthworms as related to soil, and explain the cost-benefit-analysis of vermicomposting.

<i>School District</i>	<b>Savannah-Chatham County Public School System</b>
<i>School</i>	<b>Hesse Elementary School</b>
<i>Project Name</i>	<b>Mighty Machines: The Power of LEGO Learning and STEAM in the Classroom</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$1,477.98
<i>Description of Project</i>	Third graders at Hesse Elementary School will work to enhance their science, technology, engineering, arts, and mathematics skills by building, designing, and testing solutions using LEGO Education WeDo 2.0 LEGOs, software, and equipment.



<i>School District</i>	<b>Social Circle City Schools</b>
<i>School</i>	<b>Social Circle Elementary School</b>
<i>Project Name</i>	<b>Blended Learning for Acceleration, Enrichment, and Individualized Achievement</b>
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	The blended learning model provides an individualized approach that marries traditional methods with the 21 <sup>st</sup> century skills developed through technology use. Social Circle Elementary School students will use a blended learning model in an elementary classroom through the use of standards-based, online resources.

<i>School District</i>	<b>Social Circle City Schools</b>
<i>School</i>	<b>Social Circle Elementary School</b>
<i>Project Name</i>	<b>Blending Learning for Students and Teachers</b>
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	The Social Circle Elementary School blended learning program will motivate fifth grade math and science students to work toward individual goals. Using a combination of online learning programs that provide real-time formative data for the teacher and hands-on, problem based, cross-curricular work for students, students will create and work to achieve their academic goals.

<i>School District</i>	<b>Social Circle City Schools</b>
<i>School</i>	<b>Social Circle Elementary School</b>
<i>Project Name</i>	<b>Blended Learning for Students</b>
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	This grant is an extension of a Tiny Grant awarded to another fifth grade class at Social Circle Elementary. This extension will leverage the effectiveness of the previous grant by providing more fifth grade students access to the benefits of blended learning. Growth-mindset, goal-based blended learning will ignite student motivation in fifth grade math and science and will serve as a schoolwide model for preparing 21 <sup>st</sup> century learners. Students will begin working toward individual goals using a combination of online learning programs that provide real-time formative data for the teacher, alongside cross-curricular work.



<i>School District</i>	<b>State Charter School</b>
<i>School</i>	<b>School for Arts Infused Learning</b>
<i>Project Name</i>	<b>Our Transforming Community</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,800.00
<i>Description of Project</i>	The metropolitan area of Augusta and its suburbs are going through geographical and economic transformations. Fourth through sixth graders will investigate the changes that are occurring in the communities using a STEAM driven applied learning model. Students will partake in a series of applied learning activities with a culminating capstone project, which will highlight their year long investigation. The capstone project presentations will coincide with a National Peace Day celebration.

<i>School District</i>	<b>Telfair County Schools</b>
<i>Project Name</i>	<b>Birth to Books Parent Academy</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy Development
<i>Amount Funded</i>	\$9,600.00
<i>Description of Project</i>	Telfair County will use the Innovation Fund Tiny Grant to continue its series of community-wide "Birth To Books Parent Academy" events for families of children ages zero to eight. It will coordinate with Telfair Pre-K and Telfair County Elementary School staff to conduct a series of quarterly events that offer parents education and strategies to increase their children's language nutrition and literacy skills during the critically-important developmental years.

<i>School District</i>	<b>Troup County School System</b>
<i>Project Name</i>	<b>The Jungle Bus</b>
<i>Priority Area</i>	Birth to Age Eight Language and Literacy
<i>Amount Funded</i>	\$10,000.00
<i>Description of Project</i>	The Jungle Bus is a community bookmobile that will travel to Troup County elementary schools, early learning facilities, community events, and neighborhoods to deliver books into the hands of children ages birth to age eight and their families. The Jungle Bus will visit the entire community with a strong focus on high poverty areas. In addition to delivering books into the hands of children, the Jungle Bus will build capacity in parents, teachers, and other caregivers working with the Troup County's children.



<i>School District</i>	<b>Troup County School System</b>
<i>School</i>	<b>Long Cane Middle School</b>
<i>Project Name</i>	<b>Drone Attack!</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$8,342.28
<i>Description of Project</i>	Long Cane Middle School students will use drones to learn about basic aeronautic principles, the ethics of drone use, careers in unmanned aeronautical systems, and pathways to university programs of study.

<i>School District</i>	<b>Troup County School System</b>
<i>School</i>	<b>Long Cane Middle School</b>
<i>Project Name</i>	<b>Green Racing Team</b>
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$9,350.00
<i>Description of Project</i>	Long Cane Middle School is implementing a renewable energy class centered around building racing an electric car called Greenpower USA Tech. It will use the funds to purchase a trailer and tools to build and transport this car.