

2018-2019 NEF Innovative Teaching Grant Awards

Grant Winners	School(s)	Grant Name	Grant Description	Award Amount
Regan Cowger	Amerman	<i>Headphones Make Headway</i>	Many students have great difficulty with the physical aspect of writing, often because of fine motor delays/issues, or with the production/output of writing, frequently due to difficulty with attention or learning issues such as dysgraphia or a learning disability. These speech recognition headsets will ease the frustration of writing for students, help them to be more productive in their writing and sharing of their knowledge, and help them to be even more successful.	\$58.96
Katie Pinkleman, Robin Long, Mandy Tiba	Amerman	<i>Amplifying Student Talk</i>	Using Qball throwable microphones, classrooms will be transformed to places of student-dominated talk in which students are able to speak and be heard, despite ambient noise students from clearly hearing their classmates.	\$558.00
Richard Tabor	Hillside	<i>Learn to Code with a Drone</i>	Students will use engineering, robotics, computer science, technology, programming, and coding while working on this project. They'll use drones to explore coding, problem solve, become familiar with sensors, aerodynamics, programming logic, and remote controls, by creating autonomous drone flights.	\$3,000.00
Maura Jary	Meads Mill	<i>Writing with STEAM</i>	Building bristlebots in the English classroom will provide a unique atmosphere that excites students by creating a hands-on project They will then use their experience and the skill of persuasive writing to convey their chosen argument.	\$395.00
Jenny Pascual, Shannon Torres	Meads Mill	<i>Tools to Support a Universal Design for Learning Framework</i>	Playaway audio books will be purchased for various genres of English Language Arts and large print titles for students who need visual assistance.	\$2,000.00
Josh Kolpak	Moraine	<i>Understanding Broad Function of Harmony using Ukuleles</i>	Elementary students have difficulty comprehending the broad function of harmony. Boom whackers or chimes can play individual bass line notes, but these do not reflect the way in which harmony is performed by most twenty first century musicians. Not only can students play full chords on a ukulele, but they can also develop the ability to sing while playing. This is a skill that students can later transfer to guitar, an instrument in which many high school students develop an interest. The size of a ukulele is perfect for third, fourth, and fifth grade students.	\$1,160.99

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Christina Witter, Courtney Silence, Mary Beth Connolly, Minday DeJarnett, Holly McManamon	Moraine	<i>Improving Student Self-Regulation by Fostering Mindfulness at Moraine</i>	To address the need to support students when they need to self-regulate strong emotions and reduce anxiety, "Penguin Chill Zones" (calm corners) will be developed throughout the building and provide Mindful Game kits in classrooms, as well as ongoing wellness and social-emotional learning experiences for staff.	\$1,847.02
Monika Miller	NHS	<i>Transforming Design to Mainstream with Vinyl Cutter for IB Art</i>	After studying drawing, weaving, clay, cyanotypes and sculpture, students in IB Art. Incorporating a vinyl cutter into their learning, students will see how they can transform their design into consumer goods.	\$249.99
Wendy Bolakowski and All NHS Physics, Honors and AP Physics Teachers	NHS	<i>Improved Learning through Sensor Technology</i>	Go Motion Sensors are ultrasonic sensors that allow students to measure the position, velocity, and acceleration of a moving object graphically on a Laptop or Chromebook while simultaneously observing the object's motion. The project is to combine the use of two sensors (Motion and Force with GoLinks) to allow students to study multiple aspects of an object's motion simultaneously.	\$2,246.40
Julie Fiset, Trish Krebs	NHS	<i>3D Printing Technology</i>	Twelve small 3D printer kits will be built and maintained by CAD/ENG students. Working together in teams, students will be responsible for all parts, inventory, build, research, directions, assembly, and testing. These printers will then be used by many students well into the future.	\$2,352.91
Nancy Robbert	Ridge Wood	<i>Cardio Drumming in P.E.</i>	Combining fitness and music will provide a cardio workout with music to energize students. Through the use of yoga balls, buckets, and drum sticks, students will be actively participating in the drumming -- and being active is what it's all about!	\$583.00
Kimberly Kay Kelley	Ridge Wood	<i>Sensory Friendly Art Learning Environment</i>	Modification of the art room learning environment will address specific and targeted sensory triggers for students who struggle with sensory issues. Triggers such as loud noises/ background sounds, proximity/ physical movement and tactile issues are prominent concerns for a growing number of students who struggle in a typical classroom.	\$643.13

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Heather Zoldak, Teri Glotfelter, Debbie LaLonde	Ridge Wood	<i>Kindergarten Mad Science Madness</i>	This project will help bring scientific processes and vocabulary to life in the classroom. It is an extension of the current science materials, presented with a bit more flair and fun. Students will participate in role playing, as a scientist, and use the scientific process to hypothesize, deassign, conduct and conclude experiments using various materials. The experiences span properties of physical, life and earth sciences.	\$720.50
Heather Zoldak, Dana Miller	Ridge Wood	<i>Why I Matter</i>	An initiative to build kindness and respect for everyone in our diverse school population, we are highlighting the personal visions of each member of the school, and building the capacity to show respect, kindness and value for everyone. All students will have instruction on personal value and how everyone contributes to our community. Students will reflect on their self-worth and share what they have learned through photographs and words displayed throughout the school.	\$1,000.00
Jessica Rohrhoff	Silver Springs & Winchester	<i>STEAM In Art</i>	STEAM is an important concept in the art room especially when creating three-dimensional works of art. Many students find it difficult to take their two-dimensional idea on paper and transform it into a three-dimensional sculpture. Having more STEAM materials on hand will help bridge that gap.	\$1,062.20
Catherine Gibson	Thornton Creek	<i>Math Essentials</i>	A math resources center will be developed to differential instruction in the classroom. This math essentials collection of manipulatives will support best instrucional practices, while helping at-risk students make sense of mathematics.	\$1,150.00
Kristen Balcom, Carol Tappan	Cooke	<i>Cooke Spirit Store</i>	This project will expand Cooke's in-house vocational training program for all students, ages 3-26, by starting a student-led school store. This student-led store will give access to vocational opportunities for all students at all ability levels to create work shirts for students working in the community, spirit wear for students and staff, and more.	\$1,200.00
Lorie Farrow, Malinda Demray	Cooke	<i>Bring on the Light</i>	Light therapy has proven to be very effective in stimulating cells in the retina that connect to the hypothalamus. Activating the hypothalamus at a certain time each day can help restore a normal circadian rhythm and assist in improving a person's energy. With parent approval, we would like our students to experience an unobtrusive light box to support sustained activity involvement at a scheduled time each school day.	\$125.00

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Christine Lalinsky	Cooke	<i>First Author Writing Curriculum</i>	We will expand use of the First Author Writing Curriculum from 8 to 25 classrooms, and develop a First Author Resource Center for use by all Cooke teachers. This centralized resource center will allow teachers access to the diverse level of materials needed both within and across classrooms.	\$1,665.08
Jessica Onkka	Cooke	<i>ConnectUS Collaboration</i>	ConnectUS provides cutting edge experiences for an underserved population in both adult mental health system and community. Through fully adapted production lines, all students at Cooke are afforded the opportunity to give back and directly impact their Metro Detroit community.	\$2,948.49
Carrie Parks	Cooke	<i>Adaptive use of Classroom Light Filters</i>	Classroom fluorescent lighting impacts student performance, may cause visual fatigue, and negatively impacts students with sensory processing difficulties. Many of the students at Cooke have visual difficulties such as Cortical Visual Impairment, and many have sensory sensitivities to the flicker in fluorescent lighting. This project will provide blue light filters to each of the 25 Cooke classrooms including the satellite classrooms at NHS and Hillside.	\$888.65
Sue Plummer, Victoria Jouney	Cooke	<i>Clicker 7 - Literacy with Adaptive Outcomes for Cooke</i>	The Clicker 7 Program is a stand alone literacy application which will allow students and staff to update the interactive writing tools for both shared writing and individualized writing for students across all programs. The tool would allow additional work to be done within the First Author program, adding visual and auditor supports for writing, and will increase the quality and production of writing in all classrooms. This tool will allow students who need visual and and auditory supports to gain meaning from the written word.	\$3,000.00
Shannon Schafer, Mallory Carmack, Kristin Willey, Lia Gargaro	Cooke	<i>Transitioning from PECS (Picture Exchange Communication System) to Speech Generated Devices</i>	Helping students transition from a traditional PECS (Picture Exchange Communication System) to user to a high-tech speech generated device will facilitate communication both in school and in the community.	\$419.96
Dan Soloman	Cooke	<i>Giving Non-verbal Students a Voice</i>	Voice output devices will help increase student talk and give non-verbal students a voice. This will help them give input, discuss ideas, answer questions and have conversation with teachers and their peers. Giving students a voice helps develop confidence and sense of ownership in activities and lessons.	\$724.72
Total Grant Awards	10 Schools	45 Educators	22 Projects	\$30,000.00