

**2019-2020 NEF Innovative Teaching Grant Awards**

Grant Winners	School(s)	Grant Name	Grant Description	Award Amount
Jessica Rohrhoff	Amerman	<i>STEAM Materials</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 with providing more relatable materials and activities.	\$502.00
Jessica Rohrhoff	Amerman	<i>Self Portraits with Gelli Plate Printmaking</i>	Gelli plates are a relatively new method of printmaking without the need of a printing press. Throughout their elementary art careers, students have been building their skills in portraiture, specifically self-portraiture. This year, to culminate their learning of portraiture, we will be embarking on a mixed-media artwork that incorporates photography, drawing, painting and printmaking.	\$918.94
Jessica Rohrhoff	Amerman & Hillside	<i>Adaptive Art and Sensory Tools</i>	Many ASD students have issues with fine and gross motor skill development. The items I have included in this application would greatly benefit these students. I have also included a number of sensory tools to help when students need to take a break. I plan on building sensory bins for my students that need a quick break from their artwork to refocus and calm themselves. The great news is that ALL students will benefit from these tools!	\$621.82
Meaghan Monk and Colleen Polydoros	Hillside	<i>Bal-A-Vis-X</i>	"Bal-A-Vis-X is a series of balance (Bal), auditory (A), and vision (Vis) exercises (X) of varied complexity all of which are deeply rooted in rhythm" (Hubert). Bill Hubert found that the students who struggled the most academically also struggled the most with these basic physical skills. The big idea of this program is to incorporate these Bal-A-Vis-X exercises into our school day to improve focus, social emotional learning and cooperation skills.	\$1,060.00
Katie Grimm and Carrie Schade	Hillside & Cooke	<i>STEM Activities with Peers</i>	These STEM activities align with the curriculum but the real goal is to present students with activities and tasks that interest the students in my classroom and the general education peers that come into our classroom weekly. My students all have engagement goals that focus on joint attention (attending to an object/activity with another person). By improving their joint attention they improve their ability to learn. The ultimate goal is for Cooke students and HMS students to engage together on a task and find some common ground.	\$550.00

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Shannon Cullen and Tina Macdonald	Meads Mill	<i>Lunchtime Maker Program</i>	This project will have students working with their hands and solving problems that involve science, technology, math and art concepts. We want to have students come in at lunch to work on Maker Space activities. These activities will benefit them by teaching them problem solving and critical thinking skills, as well as teach them the importance of community service.	\$1,109.93
Laura Melvin, Mike Soukup and Patty Dow	Meads Mill	<i>Yoga for the Total Body</i>	Introducing the exercise & practice of yoga in the PE class will help all students both in the gym, the classroom as well as life. By using the combination of exercise and breathing techniques, yoga provides a total-body workout that has both physical and mental benefits. The exercises engage your core muscles and provides an excellent total-body workout. It enhances balance, flexibility, posture, coordination, strength and endurance. The breathing/reflection components help improve focus and concentration and teaches stress management. Yoga can help ease the physical discomfort that is caused by anxiety and allows the body and mind to gain a sense of calm and inner peace.	\$2,000.00
Jenny Pascual	Meads Mill	<i>Graphic Novels to Support Learning</i>	Research has shown that graphic novels improve visual literacy skills, engage reluctant readers, students with dyslexia and English language learners, and they follow the same key components of the traditional novel (follow one narrative story from beginning to end and are similar in page length.) Graphic novels are also widely popular among middle school and high school youth. We will purchase a large selection of graphic novels that not only will coincide with the independent book project genres that students in all three grade levels need to complete for their ELA classes, but graphic novels that also fit a variety of science and social studies topics that are covered in the curriculum. These resources will not only benefit students who are reluctant to read, students with dyslexia, or ELL students. These books will be available to all students.	\$700.00
Jesse Roe	Meads Mill	<i>Arduino Circuits and Microprocessor Coding</i>	Students will be using electronic components such as microprocessors, motherboards, sensors, servos, LCDs, game controllers, and LED systems to build projects. Students will use software to program their creations. The projects include small robotic cars, mechanical arms, lighted displays, sensor based measuring devices, video games and more. The components used in these projects are identical or similar to the components that are actually used in many of the products we use every day. The projects incorporate science, tech, engineering, art and math.	\$456.60

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Wendy Bolakowski	Northville High School	<i>Scientific Optic Boxes</i>	Light and Optics can be an abstract topic in physics. Arbor Scientific Optics Boxes allow students to investigate easily and efficiently how light behaves when it passes through a prism, lens, or reflects from a flat or curved mirror. Students can also use the boxes to easily investigate what happens when different colors of light shine together on a white or colored surface.	\$2,317.00
Emily Correll	Northville High School	<i>Cognition and Problem Solving in Action</i>	During the AP Psychology & Exploring Psychology units on Cognition & Problem Solving, students will play "lawn" games to identify & reflect on the cognitive processes involved in decision making, the impact of competition, problem solving, and obstacles in thinking.	\$327.95
Gabriel Pak	Northville High School	<i>Robotics &amp; Mechatronics</i>	Students will learn basic robotics and mechatronics using arduinos to be applied for various engineering design projects for both the CAD/Engineering and Engineering Design & Development (PLTW) courses.	\$2,140.00
Gabriel Pak	Northville High School	<i>Skill Trades</i>	Increase machining capabilities in the NHS shop space to allow for wood working projects in all engineering courses. Students will design solutions to real world problems using the engineering design process and construct prototypes with the tools to get a better understanding of their role in society while learning hands-on skills with machines and tools.	\$2,998.00
Jennifer Reader	Northville High School	<i>LabQuest 2 Data Collection Devices</i>	Vernier LabQuest 2 is a standalone interface used to collect sensor data with its built-in graphing and analysis application. Together in class we complete a spirometer lab, heart rate monitor lab, use force plates, blood pressure cuffs and goniometers to collect and record data - all of these activities require the use of Vernier LabQuest 2 data collection devices.	\$1,668.53
Cheri Sclater	Northville High School	<i>Ultimate Raspberry Pi's</i>	The Raspberry Pi is a credit-card sized computer that plugs into a computer monitor or TV, and uses a standard keyboard & mouse. It is a capable little device that enables people of all ages to explore computing, and to learn how to program in languages like Scratch and Python. My project requests auxiliary components to be used with my District purchased Raspberry Pi's that will create a "Tech Maker Space".	\$1,477.48

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Melissa Stendardo	Northville High School	<i>Bone Detectives</i>	I would like to purchase a set of (fake) bones to supplement the Project Lead The Way - Human Body System's project called Bone Detectives. Leading up to this activity, students have been studying the bones of the skeletal system. In this activity students play "forensic anthropologist" and examine 4 bones from one skeleton to identify the race, gender, age and height of the individual.	\$475.28
Sean Kiebler	Silver Springs	<i>#Why You Matter Year 2</i>	The #WhyYouMatter year 2 campaign asks each student and school stakeholder "What is your why?" We discussed the idea of passion and purpose so students' "Why" will hang in an area near our playground and flutter at each little breeze. They will be used to help promote peace, strength, compassion, wisdom and positivity.	\$220.00
Kandy Rush	Winchester	<i>Improving Decoding through Multi Sensory Instruction</i>	As the Learning Consultant, I work with students who are at-risk in reading and math. These are students that are not progressing as quickly as their peers and need more, or a different type, of instruction. We know that many students learn best through hands-on experiences. By teaching decoding skills using multiple senses in a hands-on way, I think all children can better understand how and why letters and words sound the way they do.	\$455.14
Janelle Corace, Carrie Parks, Kellie Michels, and Donna Case	Cooke	<i>Social and Emotional Learning</i>	The Zones of Regulation is a curriculum is designed to teach Social Emotional Learning. It was specifically created to foster self-regulation and emotional control (Kuyper, 2011). The Interception Awareness curriculum is designed to have a systematic approach to addressing behavior and self-regulation(Mahler, 2019).	\$1,580.00
Lorie Farrow and Malinda Demray	Cooke	<i>Ineractive Light Technology</i>	NunoErin 's Interactive Light Products form a mesmerizing collection of multi-sensory furniture that captures the imagination in powerful ways. Each piece from this new line exhibits a thoughtful blend of technology, sustainable materials and aesthetic form that awakens the human desire to touch, experience, and explore. As people interact with the furniture, it responds to energy within the body through a wide variety of sensory light behaviors. The playful form of engagement featured in this collection has widespread appeal that transcends ages and demographics, while connecting people with each other and their environment in new and uplifting ways.	\$3,000.00

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Christine Lalinsky, Mallory Carmack Ashlee Latour, Kristen Balcom, and Connie Wendecker	Cooke	<i>Science Resource Lending Library</i>	To create a lending library of interactive/hands-on science support materials that teachers may readily access when developing and implementing adapted lessons.	\$500.00
Jessica Onkka	Cooke	<i>ConnectUs Callaboration</i>	ConnectUS isa local nonprofit 501c3 that was started by a Cooke School graduate who has severe multiple impairments as part of his post-graduation transition plan. ConnectUS engineers incredible adaptive technology to break down the steps of a service learning project so that ALL students (even with the most significant physical, cognitive, mobility, medical, auditory, and visual needs) can access each step and give their time and talents to others in need. This is groundbreaking work and ConnectUS is at the forefront of pushing our students with severe multiple impairments to a higher quality educational outcome.	\$3,000.00
Sue Plummer and Lia Gargaro	Cooke	<i>Working with Symbols</i>	Last school year Cooke was awarded a NEF grant for Clicker 7. Mayer-Johnson PCS (picture communication symbols) software for Clicker 7 will provide students with symbols to support their special literacy or communication needs as they take part in reading, writing, and communication activities. The Mayer-Johnson PCS will provide visual supports will help our students with communication and learning challenges feel successful in school and life. It will offer a 'helping hand' to our students who may struggle with text across all curriculum, by providing a visual representation of all the concepts illustrated by the words within text in the form of a symbol language.	\$1,920.00
<b>Total Grant Awards</b>	<b>7 Schools</b>	<b>34 Educators</b>	<b>23 Projects</b>	<b>\$30,000.00</b>