

2022-2023 Fall Grant Winners

Campus	Grades	Recipient	Amount Awarded	Grant Title	Description
CHS	9th-12th	Meghan Donald & Dale Lamb	\$5,888.00	I Think, Therefore iMac	Calallen TV is a program that provides live broadcast of news, sports and announcements specific to Calallen High School and the community.. The additional iMac will provide the much needed resource as the program has grown to fill over 5 classes. Calallen Publications, consisting of Yearbook, Photojournalism, Journalism and Digital Design, is an award winning program.
Magee	3rd-5th	Jessica Almaraz	\$2,498.10	Literacy Alive: Reading Museum	In today's world, it's imperative to create a classroom culture that nourishes the motivation to read. Grant funds will provide an updated classroom library of captivating biographies, information texts, and graphic novels that will keep students wanting to read more and more! Additionally, the Reading Museum will utilize a 3D printer that will allow students to create artifacts that will bring both reading and reading motivation to life!
Wood River	K-2nd	Corrine Pena Garcia	\$998.11	Building Our Future with a Solid Math Foundation	Students with a solid understanding of math's essential knowledge and skills are able to build their mathematical understanding for future success. Math manipulatives aid in building that solid foundation and include dice, playing cards, snap cubes, color counters, hundred charts, pattern blocks, number charts and more. Because manipulatives provide hands-on learning, it allows students to understand complex math concepts by helping them visualize what they are learning and show their thinking.
Wood River	K-2nd	Felipe Garcia	\$6,695.95	Music Instruments for Wood River	The Remo World Music Drumming set would benefit all students at Wood River. It comes with 55 instruments from various cultures around the world and includes tubanos, djembes, talking drums, buffalo drums, bongos, ngomas, maracas, guiros, claves, and more. These drums would allow students to learn music on new, high quality instruments for years to come.
Magee	3rd-5th	Erica Eicher-Hernandez & Jonell Jechorek	\$4,449.00	Shaping the Future	Technology education is a necessary requirement and life skill of the 21st century. Students must be proficient in technology in order to be successful well- rounded individuals in today's workforce. Box-light MimioPro 4 provides students and teachers with the tools and abilities to thrive in the ever-changing world of education and technology. Integrating video, animation, graphics, and text/audio brings curriculum to life and enhances the lessons.

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Magee	3rd-5th	Charolette Sears & Sarah Wilhelm	\$4,449.00	Classroom Innovation through Interactive Education	Research shows that there are a plethora of benefits to outdoor learning such as promoting creativity and focus, building confidence, reducing stress and fatigue, as well as improving physical health. With the help of this grant, two octagonal picnic tables will be built around trees that will provide shade, as well as four covered picnic spaces, perfect for doing class work outdoors. All students at East will benefit from
Wood River	K-2nd	Corrine Pena Garcia	\$9,659.00	Book Vending Machine: When You're Hungry for Knowledge	The Bookworm Vending Machine is a fun, innovative way to encourage students to have good behavior, help with attendance issues, and promote literacy through a positive rewards system. All students would be given a token for their birthday to buy a book from the vending machine. Students will also have opportunities to earn tokens for good behavior, attendance, reading incentives and other creative ideas. The vending machine will serve as a daily visual reminder in the school
CHS	9th-12th	Casandra Lopez & Jennifer Vincent	\$4,449.00	BoxLight Interactive Panel	The Boxlight Interactive Flat Panel turns a standard lesson into an engaging, hands-on, team building activity. Boxlight allows a teacher to not be restricted to a desk, still be connected to the internet, and utilize resources to improve lessons. This panel also allows teachers to provide instruction using various methods without utilizing addi-
East	K-2nd	Vanessa Chenault	\$9,659.00	Pause for Books	The Bookworm Vending Machine is a fun, innovative way to encourage students to have good behavior, help with attendance issues, and promote literacy through a positive rewards system. All students would be given a token for their birthday to buy a book from the vending machine. Students will also have opportunities to earn tokens for good behavior, attendance, reading incentives and other creative ideas. The vending machine will serve as a daily visual reminder in the school

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Magee	3rd-5th	Karen Story	\$8,507.18	iPads! Innovative Plans with Appropriate Devices for Students	Having updated iPads will allow special education classes to provide interventions by using highly effective apps for reading, math, and social emotional skills aligned to the TEKS. These resources would provide individualized, engaging opportunities for differentiation of students needs and levels. Students would also be able to access a variety of educational, creative, and mental health apps on newer devices.
Magee	3rd-5th	Stephanie Hamiter	\$6,631.33	Bookworm Vending Machine	The Bookworm Vending Machine is a fun, innovative way to encourage students to have good behavior, help with attendance issues, and promote literacy through a positive rewards system. All students would be given a token for their birthday to buy a book from the vending machine. Students will also have opportunities to earn tokens for good behavior, attendance, reading incentives and other creative ideas. The vending machine will serve as a daily visual reminder in the school hallway to kindle a love for reading in students.
Wood River	K-2nd	Caitlin White	\$713.39	Mrs. White's Pre-K Class	Flexible seating in the classroom has many benefits. It gives children choices, which they enjoy. This helps them feel more in control of their bodies and their environment, which can also help with excess energy since it calms them. Flexible seating also allows children to wobble, rock, bounce, lean or stand, which increases oxygen flow to the brain, blood flow and core strength. In turn, this burns energy. These benefits combined are linked to higher academic performance, better health, and improved behavior.
Total Awarded:			\$64,597.06		

2022-2023 Spring Grant Winners

Campus	Grades	Recipient	Amount Awarded	Grant Title	Description
CMS	6th-8th	Brett Moore	\$4,979.00	CMS Outdoor Adventures	Imagine learning about life skills through outdoor activities such as camping, fishing, archery, outdoor cooking, and paddle sports. Offering a program such as Outdoor Adventures in the public school system will give our students an opportunity to learn these skills and have exposure to outdoor activities that they may not receive otherwise. The skills learned from this class can be shared with family members in hopes of promoting a positive outlook on the outdoors and wildlife conservation. Outdoor Adventures will teach students lessons and practices that will last a lifetime and ensure that they are equipped to share their knowledge with the next generation.
CMS	6th-8th	Lamar Lopez	\$6,649.00	Sideline Interactive Table	Grant funds will go directly towards helping purchase a state-of-the-art Digital (TV) Scorer's Table. This table would be an awesome addition to our CMS Gymnasium and add excitement and uniqueness to all middle school activities. The table will also provide a new and innovated platform for CMS students who can display their talents in Journalism Class through graphic designing, photography, videography, and broadcasting. The scorer's table would also be an amazing feature at pep rallies, band performances, parent/teacher nights, and assemblies. The objective of this initiative will further enhance various CMS athletic and non-athletic activities through creativity, organization and to provide our classes held in the gym a proper way to view CATS TV announcements.
Magee	3rd-5th	Jessica Almaraz	\$2,239.98	All Hands on Tech: A Collaborative Technology Station	The writing process can pose many challenges for students. Many times, they are out of ideas and just get "stuck" with nothing to write about. Two touch screen laptops, purchased with the grants funds, will be merged with 3D printing and collaboration to create workstations that give students a hands-on approach to journey through the writing process. These workstations will allow for planning, collaboration, engineering, design, and student access to 3D printing while inspiring students as they journey through the writing process.

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CMS	6th-8th	Jessica Perez & Corinna Navarro	\$4,766.79	Nspiring Updated	<p>According to research, using technology in the classroom improves the effectiveness and efficiency of teaching in diverse classrooms. Fun and academic rigor must be combined for true student involvement. By providing learners with relevant, personalized, collaborative, and well connected learning experiences, technology in the classroom promotes engagement. The main goal of Calallen Middle School is to integrate technology into the classroom as much as possible while preserving the same level of academic rigor in the information and knowledge retention for our students. Our teachers can construct engaging lessons using the TI-nspire CX II while also studying the state-mandated TEKS, with the added benefit of using modern technology to improve stu-</p>
Magee	3rd-5th	Erica Eicher-Hernandez	\$2,039.88	Love of Learning	<p>The Reading Rockets Public Media Literacy Initiative states that children are able to listen and talk about more complex ideas than they can read and write about. These grant funds will be used to create a listening studio that will engage all students; where students can curl up and get lost in a book, listen to an education podcast, or even create a podcast of</p>
CHS	9th-12th	Omar Sanchez & Jennifer Vincent	\$4,945.07	Microsoft Surface Laptop Studio	<p>Technology in the classroom increases engagement by bringing lessons to life by delivering relevant, personalized learning experiences to the student. The Microsoft Surface Laptop Studio will turn standard lessons into hands-on, team building activities for high school algebra students. The laptops, when paired with the Boxlight Interactive Flat Panel purchased from previous grant funds, will allow teachers to roam the class and still be able to take notes that will display on the flat panel.</p>

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CMS	6th-8th	Jared LaPoint & Tiffany Amrich	\$4,766.79	TI-Nspire Renovation	<p>According to research, using technology in the classroom improves the effectiveness and efficiency of teaching in diverse classrooms. Fun and academic rigor must be combined for true student involvement. By providing learners with relevant, personalized, collaborative, and well connected learning experiences, technology in the classroom promotes engagement. The main goal of Calallen Middle School is to integrate technology into the classroom as much as possible while preserving the same level of academic rigor in the information and knowledge retention for our students. Our teachers can construct engaging lessons using the TI-Nspire CX II while also studying the state-mandated TEKS, with the added benefit of using modern technology to improve student learning.</p>
Magee	3rd-5th	Lindsey Marek & Charlotte Spears	\$5,149.00	Learning Through Tech	<p>The Boxlight Interactive Flat Panel turns a standard lesson into an engaging, hands-on, team building activity. With the interactive panel, students can become more involved in their learning, even teaching each other. Because the interactive panel engages students in a way that pencil and paper lessons can't, literacy increases, test scores improve, students retain more, and learn better.</p>
		Total Awarded:	\$45,535.51		