Guidelines and Criteria for Achieve Foundation Teacher Grants

All projects must:

- identify a clear educational objective, need or gap;

- support overall district goals;

- provide a timetable, needed materials and process for completion;

- include an assessment plan that will demonstrate projected outcome(s) and impact;

- include an itemized, verifiable budget;

- be reviewed, approved and signed by the teacher's principal or supervisor to insure the feasibility of the intended project;

- support the advancement of current offerings or equipment for which the district insures future oversight and maintenance;

- be completed by submitting the required evaluation and expense report at the end of the project.

Project proposals should meet *four or more* of the following criteria to be considered for funding:

The project:

- advances innovation in education;

- promotes the inclusion of a diverse student population (e.g., race, gender, etc.);

- supports high educational standards;

- supplements new or existing programs supported by the district;

- proposes an original learning experience that links to the curriculum;

- fosters interdisciplinary learning.

Additional criteria for STEM+ proposals (one or both):

- introduces STEM+ education to students in grades K-8

- employs technology to support the teaching of subjects in any discipline

A list of prior grants awarded, grant-writing tips and steps for preparing a grant budget can be found at http://achievefoundation.org/som-educators/.

HERE ARE A FEW POSSIBLE STEM+ GRANT IDEAS TO GET YOUR CREATIVE JUICES FLOWING:

Hands-on Learning: Purchase materials/kits needed to teach:

- Geometry through origami or stained glass
- Electricity
- Math or science literacy through cooking
- Math through music
- Engineering through building bridges, bird houses, etc.

Engage Underrepresented Students to STEM Fields: Introduce activities in fields appeal to those less likely to be drawn to STEM subjects. (E.g. design, music, pet adoption, sports, genealogy, art, travel, etc.)

Use the Chromebooks in Your School to Expand Learning: Purchase the materials/software needed to:

- Support the math or language arts curriculum
- Introduce students to activities such as collecting and analyzing data, creating cartoon animation, design, etc.
- Create a website for your class
- Use video chat to bring guest speakers to your students (parents, grandparents, local professionals, etc.)

Create a Game: Learn to program games for teaching reading, writing, math skills, or help students to program their own games.

Identify and Address a Challenge in the Community: Work with a local group and design a study for students to carry out (sustainability, refuse disposal, affordable housing, transportation, etc.)

Professional Development:

Expand Your Technology Repertoire: Apply for funds to pay for a class approved by the district's educational technology department to train you in new skills you can use in your classroom.

On-the-Job Training: Engage a college student majoring in computer science to help you develop and write a program or application to teach a topic in the curriculum.