

**WJCC SCHOOLS FOUNDATION**  
**February 2018 Innovative Learning Grant Awards**

**CLARA BYRD BAKER ELEMENTARY**

**Connecting Families, Students and Classroom through Technology**

Alison Cobb

- *Building the connection between home and school while engaging students in 21st century skills will be possible through the use of the interactive SeeSaw app. With SeeSaw, each student will have their own digital portfolio and have the ability to "show their learning" by posting videos, photos, drawings, text, PDFs, and links. SeeSaw allows both teachers and parents to view and comment on posts in the student's portfolio.*

**Wiggle to Learn**

Jessica Chrismon, Jessica Workinger

- *In school, students are expected to sit and work for long periods of time. However, their brains are just not wired that way, and students often struggle with behavior due to the nature of the traditional classroom. Hokki stools are ergonomic seats that enable students to keep moving while sitting still, and will allow better attention and focus for learning.*

**HORNSBY MIDDLE SCHOOL**

**Creating the Constitution! Escape Room Challenge!**

Evan Pfeiffer

- *Working with Room Escape of Williamsburg to design a civics-related escape room that focuses on the creation of the U.S. Constitution will produce an innovative learning project to promote teamwork and creativity while incorporating role-playing, problem solving, and effective content review in a fun, engaging setting. Students will master content and skills covered by the Virginia SOLs while engaging in the VDOE's project-based learning initiative, challenging them to apply their content knowledge in a collaborative learning setting.*

**JB BLAYTON ELEMENTARY**

**Learning to Code with LittleBits**

Cheryl Holzschuh

- *With LittleBits coding platforms, students will use color-coded, magnetic, reusable building blocks to solve problems by creating new, useful or imaginative solutions; apply knowledge and skills to generate innovative ideas, products, processes, and solutions; exhibit a tolerance for ambiguity; and learn perseverance to work with open-ended problems. Coding is a fundamental 21st century skill and providing students with academic real-world coding experiences and opportunities.*

**JAMES RIVER ELEMENTARY**

**Classroom Calming Corners**

Darcie Badami, Jennifer Smith

- *33 classroom "calming corners" for students will provide a safe place to manage emotions, such as frustration, that may otherwise escalate and lead to disruptive behaviors which interfere with student learning. Social-emotional learning (SEL) is an important component of the educational experience, and "calming corners" help students to better focus in the classroom. Calming corners may include: plastic baskets, wooden clipboards, vinyl bean bag chairs, and stress balls.*

**JAMESTOWN HIGH SCHOOL**

**Creating Characters through Costumes**

Harvey Stone

- *For many young actors and technicians the costume is the character, but rarely can they fully see an idea through to completion because of cost. Creating costume idea boards and executing costume/accessory designs is expensive. Typically costume instruction at the high school level relies heavy on theory and then we use “found objects” like paper towel rolls, fabric scraps, and coat hangers to create “models.” This project will allow students enrolled in Musical Theatre and Technical Theatre courses to not just create designs, but also to pitch those designs, and ultimately execute designs for costumes and/or costume accessories.*

### **Learning in the Third Dimension**

Patricia Habersham, Amanda Morris

- *This grant funds a 3D scanner that attaches to any iPad. It can be used to scan and create 3D images as well as augment reality. Teachers across curricula will collaborate to plan lessons that engage students through the use of iPads, virtual reality, and 3D imaging in the classroom. Student applications include virtual travel to Rome, rain forest exploration, 3D-printed models of ancient fossils, and even digital dissections.*

### **La Comunidad Latina y Nosotros**

Alisa Smith

- *Jamestown High School with Matoaka Elementary teacher Kimberly Holloway*
- *La Comunidad Latina y Nosotros is a community outreach and literacy program to bring books and reading practice to Latin American heritage children in our WJCC public schools. The multi-cultural language program will connect elementary and high school students through the study of bilingual books and prepare them for a community workshop targeting at-risk Latino students in our schools. We hope to not only bring books and a love of reading to the Latin American heritage children, but also to develop a relationship between Latin American heritage Williamsburg residents and our local school community.*

### **LAFAYETTE HIGH SCHOOL**

#### **Interactive VR (Virtual Reality)**

Monica Schaufler, Amy Wallisch

- *With HTC VIVE, an interactive virtual reality system, students will be able to create life-size designs and virtual environments created either from their imagination, or from historical locations. Learning will come alive during these authentic and engaging programs, providing our students with 21st century skills and experiences.*

### **Men of Vision and Purpose**

William Capers, Jr., Archie Jefferson, Andre McLaughlin

- *Men of Vision and Purpose (MVP), is a male mentoring program that provides comprehensive activities that promote personal development, academic improvement, confidence, self-discipline, and drive for our male students. This program is designed to provide the inspiration, motivation, and consistency that young men need to reach their full potential. By fostering positive relationships and group experiences, students in the MVP Program will be prepared to model the mission of the program and positively influence their peers.*

### **LAUREL LANE ELEMENTARY**

#### **Adjustable Learning — Modern Classrooms for Modern Students**

Amelie Smucker

- *In a classroom that serves kindergarten through fifth grade students for language arts, math, social skills, behavior interventions, and more, an interdisciplinary classroom environment that is welcoming and comfortable for all learners is essential. Flexible seating options have been implemented in this redesigned classroom, but table heights remain fixed. The purchase of height-adjustable tables will accommodate students' various sizes and sitting needs throughout the day to support their posture and enhance learning.*

### **Building Up and Letting Off STEAM**

Lisa Smith

- *Student engagement in hands-on STEAM activities is only one part of producing the successful scientists, coders, engineers, artists, and mathematicians of tomorrow. This project will address the before and after of STEAM by providing sets of nonfiction texts matched to STEAM challenges, which will be used as tools for building background knowledge prior to experimentation. It will also provide professional materials for use by teachers as they guide students in writing about and presenting the results of their investigations after experimentation.*

## **Code Songs of the Underground Railroad and Today**

Gia Chambers, Helen McClain, Rebecca Watkins

- *This multi-grade-level collaborative project combines music, history, and technology to educate and inspire our students to reflect on the power of words and music to affect change. It will begin with an interactive school-wide presentation of code music during the 1800s, and then individual classes will work with volunteers from the College of William & Mary to combine computer programming concepts with various musical elements to create and record new, original music using code.*

## **MATOAKA ELEMENTARY**

### **Coding to Learn and Achieve Great Educational Outcomes**

Sue Sydow

- *This grant funds 33 licenses for CodeConduct, to foster the important skills of problem-solving, logic, communication, and perseverance. Unlike other coding programs, CodeConduct provides an intense, simulated game experience and self-paced approaches to projects through which students learn the fundamentals of coding skills (C++, Python, Java).*

### **Young Minds Can Code**

Katie Knaul, Sue Sydow

- *Introducing the basics of coding in kindergarten and first grade learners can foster perseverance for learning across all subjects. This grant funds Club Packs of 3 Dash and 2 Dot Robots. These robots can be used to accomplish specific tasks to which young learners can relate, allowing them an early experience in learning to code.*

### **La Comunidad Latina y Nosotros**

Kimberly Holloway

- *Matoaka with Jamestown High School teacher Alisa Smith*
- *La Comunidad Latina y Nosotros is a community outreach and literacy program to bring books and reading practice to Latin American heritage children in our WJCC public schools. The multi-cultural language program will connect elementary and high school students through the study of bilingual books and prepare them for a community workshop targeting at-risk Latino students in our schools. We hope to not only bring books and a love of reading to the Latin American heritage children, but also to develop a relationship between Latin American heritage Williamsburg residents and our local school community.*

## **MATTHEW WHALEY ELEMENTARY**

### **Growing Math Minds for Dreambox**

Tiffany Lindfors

- *In response to more rigorous Math SOLs and current math unit assessment data, this project targets the math achievement of kindergarten and first grade students by providing more technology (iPads) in the classroom. With additional iPads, teachers can set up Technology Centers to move more students more frequently through the division-provided, personalized computer adaptive program, Dreambox, each day.*

### **Junior Engineering**

Debbie Besnier, Diana Linkenauer, Kris Van Deusen

- *The creation of a mobile STEM classroom, with the use of organized, subject-specific STEM containers, will infuse engineering into all subjects and allow students to develop creative solutions to STEM problems, either individually or collaboratively.*

### **Language Discovery Boxes**

Anya Bobrinskaya, Dr. Ann Colorado

- *With increasing numbers of English Learner Newcomers (students who speak no English) in our schools, we are utilizing new approaches to help them experience high achievement in school in a welcoming learning environment. The creation of four Language Discovery Boxes for Newcomers to use each day in class will focus on building academic and social language in a fun, hands-on, interactive way.*

### **Success for All**

Bryan Cole

- *This project will provide iPad minis for five English language learners and/or students reading at least one year below grade level. Using iPad minis to read appropriately-leveled books and have other meaningful learning experiences will allow these students to improve their reading skills, increase their vocabulary, access the curriculum, and improve their language skills in general.*

## **STONEHOUSE ELEMENTARY**

### **Cycle to Success**

Carmen Gaten

- *Students learn in a variety of ways, and more students are coming to school as kinesthetic learners. These students learn best when given the opportunity to be physically active during their school day. The Desk Cycle provides students with the opportunity to stay physically active while completing their work, promoting attention to classwork and ensuring success.*

### **“Stems” in the “Kindergarden” – Watch Creative Minds Grow**

Kimberley Hundley, Dawn Padden

- *STEM (Science, technology, engineering, and mathematics) is important in a kindergarten classroom because it pervades every part of children's lives, and it is never too early to introduce hands-on and minds-on activities. Aztec blocks, tinker toys, and other STEM-based manipulatives will allow students to work individually and in groups to develop life-long skills at an early age.*

## **NORGE ELEMENTARY**

### **Making Makers: STEM and the Future of Innovation**

Jamie Collins

- *This project proposes a high-tech classroom Makerspace, promoting innovation in elementary gifted students and Emerging Scholars. Incorporating technology and robotics into the engineering process challenges students in ways that the SOL curriculum does not. Access to iPad presentation apps will provide students with real-world experience and inspire innovation by collaborating, inventing, problem-solving, failing, and refining the process.*

### **Working as a T.E.A.M.**

Tracy Holland

- *With the "T.E.A.M. Bag" (Together Everyone Achieves More) program, all second grade students will be provided the supplies needed to strengthen their skills at home. Our T.E.A.M. Bag program will allow everyone to work together to practice skills, academic achievement, and family involvement, strengthening the connection between home and school.*

## **TOANO MIDDLE SCHOOL**

### **Learning French through Interactive Story Time**

Anne Mapp

- *Storytelling is a key factor in teaching language and culture. By providing appealing French-language books, students can read, act, and build upon the stories in order to learn a second language in a variety of engaging ways.*

### **Too Big, Too Small ... “Just Right” Reading Massage Chair Program**

Terri Seward

- *“Just Right” Reading Massage Chairs with iPads and headphones provide access to books, electronic books, and audiobooks in a unique and relaxing setting. Struggling readers, who rarely spend time in a library and may avoid reading time, will be scheduled for reading chair sessions twice a week and be given support to access reading resources beyond the school day.*

## **WARHILL HIGH SCHOOL**

### **Seeing is Believing: Virtual Reality in the Classroom**

John Aughenbaugh, Tiffany Cannon, Matt Lichtel, Nicole Throckmorton, Lois Wine

- *Virtual reality viewers will allow students to experience English and Engineering curricula in a radical new way. They will be able to visit content in a 3D environment, with the feeling that they are in a real place, imagining they are walking through a Shakespeare set, or viewing an object in 3D that they have created on their computer.*