

# HHEF Innovative Learning Grants for 2009/2010

All grants will be implemented in the Hatboro-Horsham School District classrooms as follows:

Grant Application:	Teacher/Staff:	School:	Grant Overview:
<b>Smart Boards for the Art World</b>	Mary Arbuckle	Blair Mill/ Pennypack	Interactive whiteboards can appeal to all students regardless of their age or learning style. Tactile learners can touch the interactive board, visual learners can view bright clear images and lessons can be manipulated to make them more engaging and easier to understand.
<b>Book and Author Study Group</b>	Lisanne Liney Mary Ellen Caroselli	Crooked Billet	The Book and Author study group will provide a teacher modeled author self study program for high achievers in reading. Students will build background knowledge on Mrs. Winters by analyzing and evaluating her literature, sharing their work weekly with their peers and teachers. The culminating activity will be a school wide visit by author Kay Winters.
<b>Mastering Math Through Learning Styles - Smart Board</b>	Michelle Quartullo Jennifer Murphy	Crooked Billet	Students will be engaged in visual, tactile, auditory, and kinesthetic learning while exploring exciting hands on activities focused on telling time and counting money. Interactive whiteboards expose students to constructivist learning by providing them the opportunity to teach and interact with their peers.
<b>Digital Cameras for use in the Arts and Sciences</b>	Lauraine Lindbloom Steve Glaize	Hallowell	Fifth grade students will use digital media to enhance the completion of an existing environmental awareness project. Students in the younger grades will listen to a presentation by a local author and use digital media to celebrate an appreciation for their local environments. Further learning opportunities will take place across the grade levels, meeting a variety of technology, library, and language arts standards.
<b>Teaching Intelligently with a Smart Board</b>	Robert Campman	Pennypack	Teaching Intelligently with an interactive whiteboard will enrich the teacher's pedagogies by using modern technology. This application will assist the educator by enhancing the new Everyday Mathematics curriculum as well as other subject areas. It will also support the students' learning through its various applications, including meeting the goals for special education students.
<b>Celebrate Reading</b>	Sharon Ricci	Simmons	Students in K-5 will celebrate Read Across America and participate in a One School One Book event by sharing experiences related to the book Henry's Freedom Box written by Kadir Nelson.
<b>Elmos and Smart Boards</b>	Megan Grimes Theresa Beadling	Simmons	An Elmo is a revolutionary document camera. A Smart Board is an interactive whiteboard. When used together they will allow teachers and students to capture vivid, live images across all subject areas to create a stimulating learning environment.

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<b>Life in Rhythm</b>	Pamula Sudall	All Elem./KV	The "Life in Rhythm" project will allow music students to explore not only rhythm itself, but the sources of rhythm in movement and the human body, Through the guest expertise of David Neal Brown, students will enter a world of motion where every beat is a heartbeat and every rhythm is a dance step or circular movement.
<b>Walk Through the Jarrett Nature Center with Jane Kirkland</b>	Jennifer O'Leary	All elem.	Includes an author visit with Jane Kirkland involving all of the fifth grade students in the Hatboro-Horsham School District, and Kirkland will provide a professional development workshop for the elementary school librarians. Kirkland's visit will also provide learning experiences that connect science standards with information literacy skills.
<b>Inspiring Students with Traveling Art Exhibits</b>	Mary Arbuckle	All elem.	Students at all elementary schools will be exposed to large scale works of art created by famous artists. As art teachers we will develop our lessons to emphasize our selected artist. We will also encourage other teachers to incorporate these artists in to their lessons.
<b>LEGO MINDSTORMS Hatboro-Horsham Robotics Program</b>	Shane Cross	All Elem./KV	Dean Kamen founded FIRST, "To transform our culture by creating a world where science and technology are celebrated and where young people dream of becoming science and technology heroes." The members of the Hatboro-Horsham Robotics Committee agree with this vision. We aim to develop a Robotics Program where students at the School District of Hatboro-Horsham can participate in a Robotics Program that fosters a passion for math, science, and technology through an innovative, hands-on approach to learning. (This program is a continuation of a previous HHEF grant.)
<b>The Ultimate Game Show</b>	Carol D'Orazio	Keith Valley	The Unique Game Show guest presenter and format will be used to provide an educational and fun experience about learning to make healthy life choices regarding nutrition and physical activity. The game show will be educationally relevant for 6th, 7th, and 8th grade middle school students combining curriculum standards and district wellness policy goals into an exciting, educational game show format.
<b>SMART Ways of Teaching Instrumental Music</b>	John Sedlacsik	Keith Valley	An interactive whiteboard would transform instrumental music learning by being able to access files from the front of the classroom in a more efficient manner and also change how lessons are run. Students would be able to work with projected files and alter them to meet the needs of their musical creativity.

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<b>You Don't Know Me Until You Know Me</b>	Barbara Whitelock	Keith Valley	"You Don't Know Me Until You Know Me" is a one-person show presented by Dr. Michael Fowlin that deals with social and emotional issues faced by our students. In the 75-minute performance, Dr. Fowlin uses humor and candor to share scenarios of race, discrimination, violence prevention, personal identity, and other issues.
<b>Smart Board for Thematic Lessons in Social Studies and Language Arts</b>	Carole Budilov	Keith Valley	Through multimedia, i.e. Web quests, United streaming and creative lessons, interdisciplinary lessons/ projects in social studies / language arts will be created. Students will utilize different media formats to analyze, evaluate and present information by reacting to global essential questions in all units; such as (How did the civilization advance culturally and technologically? How does their achievement influence us today?)
<b>How Does Media Influence Who We Are</b>	Nancylynn Sicilia	Keith Valley	Students will develop 21 Century Skills and meet PA Standards for Reading, Writing, Speaking and Listening by studying media and its influence on culture. Through the use of iMac software such as iMovie and Garage Band, students will develop a multi-media ad campaign for a brand or product.
<b>Tim and Moby Make Math Exciting!</b>	Michelle Trachtenberg	Keith Valley	Subscription to BrainPop (12 months): An educational website with flash-based movies that include animated characters, Tim and Moby, who help engage students in learning. Complex concepts are presented in a brief, easy to understand manner that relate to real-life situations. Access will be available for all 7th grade math teachers and will be viewed by approximately 400 students.
<b>SSF Paper Recycling Project</b>	Vanessa DeLuca, Ben Bass	High School	The Students for a Sustainable Future would like to streamline paper recycling at the high school. Grant money would be spent on purchasing equipment to help make this possible. Every student in the high school will have the opportunity to demonstrate environmental responsibility by taking part in the recycling process.
<b>Creating an online learning environment for math students</b>	D.J. Fromal, Jon Nyce, Bob Lochel	High School	This project will assist teachers and students in our three advanced placement math courses (AP Statistics, Calculus AB, & Calculus BC) to develop an on-line component of each course. By utilizing WebAssign and Apex Learning accounts, teachers and students will have access to online curriculum that is interactive and an extension of in-class learning.
<b>Student Success Center Successful Communication Initiative</b>	Sue Fox	High School	The Student Success Center is a hub for all students interested in learning about future educational and vocational choices. Students look to the SSC to learn who will be visiting each day and for information about upcoming seminars, Pathway field trips, summer camps, employment opportunities, scholarships, internship and service learning.

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<b>The CAD Academy</b>	Adam Killion	High School	With the new/upgrades to our software, students will be able to create various CAD projects using knowledge of engineering and architecture. The students will engage in hands on learning, applying concepts from math, science, problem solving and technology.
<b>Technology Education CNC Engineering Production Center</b>	Nick Pompei	High School	With this CNC production center, students will be able to engineer various forms of projects. Students will engage in hands on learning through problem solving, math and technology.
<b>Rosetta Stone for Acquisition of Italian Language</b>	Janet Kerry	High School	The Rosetta Stone "Dynamic Immersion" system will enable our students to learn to read, write, speak and understand spoken Italian, a language not currently included in our curriculum. The addition of another world language as an enrichment activity allows for increased appreciation of our diverse society and our global community.
<b>Commissioned Music Works</b>	William Naydan, David Schopp	High School	Commissioned music for Concert Band & for Madrigal Choir and guest composer interaction with students. These new works will also hopefully be published and add to the new music available for these genres. These commissions will include a site visit by the composers with students to rehearse and perform the new compositions as well as to learn about the composition process.
<b>Making 'Moving' Video Memories</b>	David Thomas	High School	This grant will allow HHTV to purchase (2) PC based Video Editing Systems complete with (2) monitors and (2) Video Players that will help create video productions enjoyed both on HHTV and in every one of our district's schools. These (2) complete systems will be the base of a new Video Computer Editing lab in the HHTV studios used by students in our Communications classes as well as members of the HHTV crew.
<b>Student Business Computer Science Competitive Events</b>	Carol Miller	High School	FBLA is a student organization that offers students interested in this area an opportunity to experience hands-on business procedures and applications. Recently, twenty-four of the students within this organization were awarded the opportunity to compete at the State Level Competition. Advancing to a State Competition in a Nationally recognized organization would provide meaningful benefits for these students from this experience. The Competition and Conference offers both education and recognition.
<b>Bill's Buddies</b>	Jennifer Kemp-McMenemy	High School	Bill's Buddies, an ensemble of professional actors from the Folger Shakespeare Library, presents samplers from Shakespeare's plays. Each lively performance gets the audience up on stage and into Shakespeare's language. Actors perform scenes and then conduct workshops which help students to visualize the scenes themselves for performance.

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<b>Character Education to Encourage Pro-Social Behavior</b>	Bill Miles, Ralph Rapino	High School	Character Education is tantamount to academics in preparing students for life after high school. "Project Wisdom " is a program that exposes all students to elements of pro-social behaviors and strategies to make positive decisions despite peer pressure. Daily messages reinforce the pillars of good character.
<b>Senior High School Robotics Program</b>	Eric Zygmunt	High School	The Hatboro-Horsham Senior High School Robotics club is a FIRST (For Inspiration and Recognition in Science and Technology) participating club. Students work with engineers from local companies to design and build a 120 lb. robot that must accomplish tasks set forth by FIRST. This project will provide students with the tools necessary to accomplish these tasks, and give them experience with professional tools in a safe and mentored environment. (This program is a continuation of a previous HHEF grant.)
<b>Hatters Island - Second Life</b>	Chris Baker	High School	Hatters Island is a 3D virtual educational space created in the Multi-User Virtual Environment of Second Life. Currently under development, the island will allow students to simultaneously perform virtual labs, create 3D interactive content and work collaboratively in a Web 3.0 atmosphere, all 24/7, even from home. (This program is a continuation of a previous HHEF grant.)
<b>Digital Storytelling</b>	Carey Quinton	High School	What best describes this approach is its emphasis on personal voice and facilitative teaching methods. Successful media literacy requires that students are provided the opportunities to synthesize and pose critical questions. Digital storytelling would provide authentic project- based learning that creates a living memory and an awareness of the collective identity researched, edited, and produced by our students. This project allows our students to see themselves as authors with a purpose and an audience for writing their stories. Digital storytelling could be every seniors' legacy to Hatboro-Horsham School District.