

INNOVATION FUND TINY GRANT AWARD WINNERS SEPTEMBER 2017

<i>School District</i>	Atlanta Public Schools
<i>School</i>	Benjamin E. Mays High Schools
<i>Project Name</i>	Culturally Relevant Computing
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$6998.19
<i>Description of Project</i>	Mays High School will use its tiny grant funds to create a computer science summer program. Through this program, students will enroll in the Georgia Virtual Computer Science Principles course, receive tutorial support, and participate in career exploration activities and college visits that expose them to the computer science workforce. In the following school year, students will enroll in advanced placement computer science and receive support from the Culturally Relevant Computing Lab at Morehouse College.

<i>School District</i>	Cobb County School District
<i>School</i>	Birney Elementary School
<i>Project Name</i>	Bridging the Instructional Divide: Personalized Learning in ELA and Math for Title I Kids
<i>Priority Area</i>	Blended Learning
<i>Amount Funded</i>	\$6997.52
<i>Description of Project</i>	Birney Elementary School will use its tiny grant funds to implement the i-Ready program with the goal of closing the achievement gap in third grade English Language Arts (ELA) and math. The i-Ready ELA and math programs help students reach third grade benchmarks by individualizing instruction based on their current performance levels.

<i>School District</i>	Cobb County School District
<i>School</i>	Lindley Sixth Grade Academy
<i>Project Name</i>	Let's Code, Lindley
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$7000.00
<i>Description of Project</i>	The Let's Code, Lindley club is designed to engage students in science, technology, engineering, and math (STEM) learning and increase college- and career-readiness. Students participating in the club will have the opportunity to engage in STEM learning on two different college campuses. Students will also have direct access to STEM professionals while learning to code and program robots.



<i>School District</i>	Colquitt County Schools
<i>School</i>	Doerun Elementary School
<i>Project Name</i>	Making Thinkers with a Makerspace
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$7000.00
<i>Description of Project</i>	Doerun Elementary School will create a makerspace for third, fourth, and fifth grade science classrooms. The addition of the makerspace will help students develop a growth mindset by engaging in science, technology, engineering, art, and math-related (STEAM) projects. The STEAM makerspace will also give teachers more opportunities to strategically incorporate literacy in the science block.

<i>School District</i>	Pickens County School District
<i>School</i>	Pickens High School
<i>Project Name</i>	Dragon Table
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$6552.03
<i>Description of Project</i>	The students in the Special Education Department at Pickens County High School will learn how to manage a small business by monitoring an email account, organizing different aspects of the project, and responding to the requests from teachers and staff. Students will monitor projects including Dragon Snacks (weekly snacks or healthy smoothies/coffees for teachers), Happy Garden (herbs/flowers grown and sold in student-made planter boxes or other garden projects), Assistant for Hire (specific office tasks), and Dragons Celebrate (a system-wide effort to offer student-made buttons to teachers to celebrate events).

<i>School District</i>	State Charter School
<i>School</i>	Fulton Leadership Academy
<i>Project Name</i>	Innovation in Remediation
<i>Priority Area</i>	Applied Learning with a Focus on STEAM Education
<i>Amount Funded</i>	\$7000.00
<i>Description of Project</i>	Fulton Leadership Academy will use training from Project Lead the Way (PLTW) to introduce a project-based learning, rigorous curriculum in middle grades math and science. PLTW is an evidence-based curriculum that exposes students to real-world, applied learning experiences that help develop college- and career-ready skills.