



ELEMENTARY LEARNING FOUNDATION GRANTS

Awarded to **Carpenter Elementary School**

2000-2020

Year	Title	Description
2020	Digital Music As Assistive Technology	On the accessibility side of things, there is no other instrument or adaptive technology available that does what the Sphero Specdrums can do to make instruments accessible to all students. There are students who would benefit from adaptive technology that addresses more than just physical/gross motor/fine motor issues. This allows a student with special needs to participate fully and much more independently in music class by making the same music other students are making. Outside the music classroom, students in Maker Club could have access to Specdrums for composing and performing music in groups, and classroom teachers could incorporate coding and sequencing skills into mathematics lessons and enrichment activities.
	“PAWS” To Read Library	“Paws” to Read is a project designed to give Intervention students easy access to a variety of books at their “just right” reading level for at home reading. With busy schedules, we want students to take the time to read high interest books to achieve their reading goals, but also have access to a variety of genres and text types so they can continue to enjoy books that are of interest to them. The project would create a “Paws” to Read Library of fiction and nonfiction books for the K-5 students in Intervention, which will contain numerous titles for students to select from. When students visit the “Paws” to Read Library, they will be able to select books as long as they exchange good quality books; so for each book selected, one will need to be exchanged. The “PAWS” to Read Library will give students the opportunity to select books they can read at home so they can continue to build their reading skills and develop a “love” for reading quality literature.
	<i>World Music Drumming</i>	Incorporating World Music Drumming into the musical experiences provided to 3rd through 5th Grade students would enhance their elementary music experience. This curriculum would provide musical benefits as well as social-emotional benefits for our students. The objectives of this project are: 1) Grow students’ musical abilities through practicing rhythms as they perform the World Music Drumming ensemble pieces, and 2) Strengthen the classroom community through learning and performing World Music Drumming ensemble pieces, which inherently requires teamwork, cooperation, patience, and respect in order for students to succeed.
2019	<i>Robotics and Coding In The Elementary School</i>	Coding is considered a necessary “literacy” for most college majors and career paths. It is a skill that incorporates design thinking, creative problem solving, perseverance, and sequencing skills. Sphero Bolt robots offer both beginner-level and advanced coding opportunities for learners of all ages and in all content area. In order to promote the 4C’s learning experiences, computational thinking, multi-age coding opportunities, and college/career readiness skills, the Instructional Technology Coaches at the 5 elementary schools will engage staff and students in the implementation of lessons using Sphero Bolt robots and the Sphero EDU coding app.
	Tower Gardens	Tower Gardens are a soilless growing medium to quickly and efficiently grow fruits and vegetables in any environment. The learning opportunities for students are endless and span the curriculum. This program is innovative as it takes a typical gardening experience and brings it into the classroom. Rather than students getting to see a couple seeds sprout in a plastic cup, they will experience a variety of foods growing and observe them at every stage. This is a wonderfully unique opportunity to enhance the current science unit with a year-round hands-on science experiment. Carpenter’s PTO is partnering with ELF to implement this 3-year program to all 2nd grade science classrooms.

2018	<i>Greg Tang, Jr. Visit</i>	<i>ELF</i> , partnering with each elementary school's PTO/PTA, is helping to bring Greg Tang, Jr. of <i>Greg Tang Math</i> to Carpenter, Field, Franklin, Roosevelt and Washington to host a day of professional development for teachers and students. The creator of these fun and effective math games would provide hands-on materials and site-based training for all first through fifth grade teachers and classrooms. In addition, Mr. Tang would lead a Family Math Night in the evening. Over the course of the evening, students and families would rotate through 5 different math station – targeting number sense, fact and procedural fluency, and reasoning skills – all while getting excited about math! Mr. Tang will visit for a week and would spend one day and evening at each of the five elementary schools.
	<i>Igniting Readers Through Mobility and Synergy</i>	As the district moves toward a new reader's workshop approach, Carpenter is looking to engage its students in setting goals and building ownership in the reading curriculum. The learning space is an important element in this endeavor – students should have ample opportunities to spread out and read in various positions and methods. The objective of this grant is to grow readers with inviting classroom space containing creative chairs (rockers, cubes, cushions, etc.) and tablespaces (markerboards, activity tables, round tables, floor tables, etc.)
	<i>Project Based Learning Workshop</i>	As teachers and schools look toward making the learning experience more real-world and genuine, project-based learning stands out as a gold standard model. This three-day <i>PBL 101 Workshop</i> by the <i>Buck Institute for Education</i> engages participants in learning how to design, assess, and manage a rigorous, relevant, standards-focused project. This grant exposes two Carpenter teachers to a balanced blend of direct instruction, video analysis, hands-on work, resource sharing, and peer collaboration. At the end of the workshop, they will have planned and created a <i>PBL</i> unit, received formative feedback from peers and the facilitator and be able to implement next school year.
2017	<i>Fidget Cubes - Move and Learn Initiative</i>	These innovative fidget cubes continue to add to Carpenter's Move and Learn Initiative by helping students school-wide to improve learning and focus through the use of a small fidget device. Students can utilize this device anywhere in the classroom. The fidget cube is a small, silent device that students can hold in their hands that helps prevent distraction caused by other nearby stimuli. Fidget cubes for homerooms and targeted learning rooms will provide a sensory check-out in each room to help students listen, learn, and work.
2016	<i>Kindergarten Ready Set Work</i>	This project objective addresses the growing need to improve postural endurance and fine motor strength at an early age for all children. The project will provide each District 64 Kindergarten classroom an adjustable standing table that would be used during the Daily 5 instructional period and throughout the day. The standing table would allow an alternative option to sitting in the classroom
2015	<i>3D Printing</i>	Provides students with opportunities to conceptualize and solve problems in designing 3-dimensional art by using a 3D printer to realize a final product that has width, height and depth. Students will develop the capability to design an object on paper that is ultimately transformed from being a shape (2D), to a form having 3 dimensions.
	<i>Move and Learn Project</i>	Introduces safe equipment and activities that can be used by all students to improve their focus and alertness in school. The setup of the program will promote self-awareness of the need for motor breaks; it helps students recognize the need for motor breaks, take the motor breaks within the classroom setting in a non-disruptive way, and re-engage in their learning and/or task.
2014	<i>Social-Emotional Learning</i>	Sponsors community workshops on parenting emotionally intelligent children, led by Ed Dunkelblau, clinical psychologist and nationally known speaker on social-emotional intelligence, humor, and health.
2013	<i>Nutrition Detectives</i>	This grant provides an enhancement to 2nd grade Health curriculum that gives students the tools to make the right food choices.
2011	<i>Imagination Playground</i>	This grant will be used to purchase a "Playground in a Cart" that will allow students to expand their creative thinking with giant foam blocks, mats, wagons, fabric and crates to build, play, dream and explore endless play opportunities. The Imagination Playground will be moved from school to school so all elementary children have the opportunity to experience this child directed free-play experience.
	<i>Ukuleles</i>	This grant will be used to purchase 30 soprano ukuleles for students to play in music class. The ukulele is making a comeback in music education and will be used by fourth and fifth graders to play melody, harmony and rhythm all at once on a highly motivating instrument.
2010	<i>Maine South Fine Arts Experience</i>	All third grade classes in District 64 will be invited to collaborate with District 207's Fine Arts Department as they present "The Sideways Stories From the Wayside School". Third graders will participate in a variety of workshops to bring the drama to life!

	<i>Study Island</i>	In partnership with District 64, funds from this grant will be used to purchase a one-year subscription of a web-based instructional program - Study Island. This program will be used to assess and provide differentiated instruction in the key areas of reading and math. All students in District 64 in third through eighth grade will have access to this program at school and at home.
2009	<i>Heart Adventure</i>	An obstacle course where students physically move through a heart as oxygenated blood and go out as deoxygenated blood. The course has all anatomy marked. For all elementary schools as a week long activity.
	<i>Physical Activity and Learning</i>	Enhancing learning, memory, attention, and alertness through the use of specific physical activities drawn from such disciplines as yoga, Brain Gym, and development sequence. Students will incorporate specific movements twice a day. Additionally activities designed to enhance cardiovascular endurance and create brain/body connection as well as modifications to PE curriculum which will focus on endurance and postural strength. The effectiveness of these activities will be assessed through existing data collection.
	<i>Smart Music</i>	A music practice and assessment tool that will revolutionize the way students practice. Smart Music generates professional sounding accompaniments that help students learn how individual parts fit into context of composition, making practice more productive, enlightening, and enjoyable. It includes a built in assessment feature that provides students with immediate feedback.
	<i>Social Skills Video</i>	Filming students with autism demonstrating appropriate behavior and then having them watch themselves on film. Viewed in a natural setting within a familiar environment. Production and editing will be an interactive process with STRIVE students, staff, and regular education students (Best Buddies, peer models).
2008	<i>Art Exhibit</i>	Funding from this grant will allow forty works of art to be displayed in a new community exhibition at Le Peep restaurant. This project will create a sense of pride in our students, our community, and will also provide opportunities for children to learn and grow in the visual arts.
	<i>Math Mania Event</i>	This grant will establish a district wide math event, similar to the Science Olympiad for science. This math and logic experience will be for 3rd through 5th grade students from each of the five elementary schools.
	<i>On the Write Track</i>	Funding from this grant will be used to establish a 5th grade student writing conference with keynote speakers, breakouts, and a luncheon. This event will be set up like a business conference.
	<i>Weather Bug</i>	Funding from this grant will purchase a weather-tracking program to improve students' achievement in math, science, geography, and the technology involved in using live weather readings. It has interactive lessons and networking to 10,000 other schools in the nation.
2007	<i>Birdhouses</i>	All 3rd, 4th and 5th graders in District 64 will work together with parents and teachers to create birdhouses that will be displayed in our community.
	<i>Clickers</i>	Radio frequency "clickers" that are used in the classroom to determine if this form of assessment provides more immediate feedback, improves student engagement, and can be used in the final evaluation of student understanding.
	<i>Follett's Reading Program Services</i>	This service will allow Lexile data to be added to our present library holdings.
	<i>Project RIDE</i>	Project RIDE is a software program and resource of supplemental materials to help educators and school teams address academic and behavioral challenges such as completing schoolwork, aggression, noncompliance, bullying, and other high frequency behavior and academic problems.
	<i>Star Lab II</i>	Star Lab, the much loved, blow up planetarium that can be set up in any classroom. Students enter the bubble then stars, planets, and constellations are projected onto the ceiling. This system allows teachers to instruct students on the night sky in the light of day. This is the second one funded by ELF for the district.
2006	<i>Brain Gym</i>	Training teachers on the Brain Gym technique. Based on the premise that learning, thought, creativity and intelligence are not processes of the brain alone, but of the whole body. The District 64 staff will then use these strategies to enhance all students' learning.

	<i>Gretchen Courtney</i>	A workshop to assist the District 64 Curriculum Department to work with the staff to improve writing instruction and reading comprehension skill development throughout the district.
	<i>Sue Ellen Fried</i>	Further advancing the District's initiative to create a culture of civil behavior. International speaker, Sue Ellen Fried, specializing in bullying and conflict resolution will be returning to conduct a 2 1/2 day Train the Trainer Session with social workers and teachers from across the district. It will serve as a comprehensive plan to change the culture of our schools and community and to help students, staff and parents better understand and resolve conflict.
2005	<i>"Think Time" Math Problem Solving Manipulatives</i>	Funding from this grant will be used to purchase manipulatives used during Wednesday's "Think Time" so children can solve academic and non-academic problems.
	<i>Creating a Culture of Civil Behavior</i>	Funds from this grant were used to bring speaker to Roosevelt School. SuEllen Fried has spoken extensively and co-authored two books on bullying prevention. She presented to Roosevelt's students, Roosevelt's staff and district-wide lunch supervisors. In addition an interactive district-wide parents presentation was held.
	<i>iMovie Workshop and Film Festival</i>	This grant will bring a series of five before-school workshops on iMovie production where 3rd, 4th & 5th grade students and their families plan, script, produce, advertise and exhibit their movies at the film festival.
	<i>Learning Difference Team</i>	Funding from this grant will be used for a parent and staff development program to better inform the needs of the visual-spatial learner. A member of Linda Kreger Silverman's team presented to teachers followed by a parent evening seminar.
	<i>Ocean Conservation Note Cards</i>	This grant will support an activity where students work in cooperative groups to research endangered ocean animals. The groups will design note cards featuring the animals, which will be printed and sold during Open House. All proceeds to be donated to the Shedd Aquarium. All second graders will participate.
	<i>Scholastic Reading Counts!</i>	This grant will purchase a computerized reading program that supplies quizzes to test comprehension and vocabulary from books that students have chosen to read.
	<i>STAR Reading Assessment for All Classrooms</i>	Funding from this grant will be used to purchase an assessment tool that allows teachers to track reading growth and diagnose difficulties.
	<i>The Lindamood Auditory Conceptualization Test</i>	This grant will allow for the purchase of an assessment tool designed to identify children who have insufficient phonemic awareness, a key predictor of how well children will learn to read in the early years of school.
	<i>The Mind That's Mine Program Kits and Student Books for CFC</i>	This grant purchase a program designed to help students discover how their minds work and what they can do to make their minds work better.
2004	<i>Critical Friends Staff Development</i>	This grant will provide a professional development program for District teachers that facilitates collaborative teaching practices and the sharing of best practices.
	<i>Finger fun Kits for Occupational Therapy</i>	Money from this grant will be used to purchase lending library kits for home and classroom to improve students' fine motor skills.
	<i>Math Instruction Enhancement-Exploration of Societies</i>	Funds from this grant will be used to purchase materials and curriculum enhancement for Primary Challenge and 1st grade math instruction.
	<i>North Cook Consortium</i>	Funds from this grant will be used to support a consortium that will enable District 64 to join with 25 other districts in securing grant funds

	<i>for Grant-Writing</i>	for Language Arts and Math initiatives.
	Santons	French clay figures for foreign language hands-on unit.
2003	D.R.U.M. Club Instruments	Funds from this grant will be used to purchase additional drums and percussion instruments for the club DRUM Discipline, Respect, Unity through Music.
	<i>Edutrac Web-Based Physical Education Assessment Software</i>	The purpose of this project is to utilize the Edutrac Software to allow PE teachers across the district to have individualized student physical fitness assessments. Students will set fitness goals and record them easily using this software.
	<i>Teaching Character Issues Workshop</i>	The purpose of this project is to bring Jim Garbarino, a nationally known author on the subject of bullying, civil behavior and teaching character issues in the classroom to the district to educate teachers/administrators in a staff development and parents at a workshop.
2001	Courtyard Nature Preserve	This project creates a hands-on learning environment to enhance the science unit by converting an unused courtyard area at Carpenter School to a nature preserve. This is to expand on a project already begun by various groups at the school.
	Growing up to Read	Through a parent/child reading program, this project will focus on creating a partnership with parents to emphasize the importance of the parent's role in their child's education. The focus will be first grade and will involve the regular classroom teachers, the special needs teacher, the social worker, and the early intervention teacher.
	Literacy Bags	This project would create literacy bags to be used by students and parents for a home-school connection. They would enhance in the child's specific need and/or skill area. Each bag will include two to three books and activity ideas and materials for games or art projects.
	Multisensory Approach to Learning	Multisensory learning is an approach, which utilizes the visual, auditory and kinesthetic forms of learning. It is believed this approach will help Carpenter meet its academic goal of meeting the needs of all students in their building. The information will be shared with others in the District who are interested in this approach to learning.
	<i>Pedometers</i>	These funds will purchase pedometers to enhance the physical education curriculum initially for elementary students at Carpenter and Washington Schools. The use of pedometers encourages students to take an active interest in performing at their individual best.
	Positive Behavior Intervention and Supports	These funds will provide training to a team of Carpenter parents and teachers on the state's programs to teach and support positive behavior of all students.
	<i>Puppetown</i>	This grant will purchase a variety of hand, finger, and full-body puppets to be used in numerous subjects throughout the District in grades K-5. It would also include a collection of books that contain information about puppet use, scripts, poems, plays and lessons.
	<i>Science Unit Libraries</i>	This project will fund the purchase of quality non-fiction books to enhance the District's science curriculum. Through reading, students are able to grow in their understanding of science concepts introduced through hands-on experience. The books selected will be at a range of reading levels to support the District's goal of differentiated instruction.
	Technology Learning Center	This grant will fund computer software to provide more individualized instruction to students with various needs in reading and writing.
	<i>The Bereaved Child</i>	This grant will fund workshops for staff at specific grade levels K-8 to assist them in working with a child dealing with grief or loss. The Good Mourning Program, part of Rainbow Hospice, will lead the sessions.
2000	Exposure to the Lyric Opera	Funds from this grant will be used to expand on the Chicago unit, which is part of the 3rd grade social studies curriculum. The Carpenter staff plans to include a component on the Lyric Opera of Chicago. The funds will cover the cost of a classroom visit by a Docent from the Lyric Opera as well as a field trip and backstage visit at the Lyric Opera.

	<i>Starlab I</i>	Starab is a portable teaching environment that can be moved from building to building. It consists of an inflatable dome, projector, and related projecting materials. Use of the Starlab will allow teachers to address seven of the Illinois State learning objectives in science. Unit modules can be purchased to cover Mythology, Earth Mapping, Weather, Plate Tectonics, Ocean Currents, and Cell Biology. It will primarily be used in third and sixth grade, although some available modules could be used to enhance the middle school curriculum.
	<i>Story Sacks</i>	Story Sacks are a unique and fun way of promoting literacy, math, and social studies in both school and at home. The "sack" is an innovative bag made of theme- designed material with a storybook puppet, or other manipulative, and an activity card for activities to be done at school and at home. This award will purchase 80 sacks and will allow the sacks to be available to all kindergarten classrooms throughout the district.