



ELEMENTARY LEARNING FOUNDATION GRANTS

Awarded to **Roosevelt Elementary School**

2000-2020

Year	Title	Description
2020	<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.
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.
2017	<i>Google Expeditions - Virtual Reality</i>	This project will allow students school-wide the opportunity to experience virtual reality through the use of Google “cardboard” viewers and devices, through Google Expeditions. Teachers will be able to meaningfully integrate virtual reality experiences into the established curriculum by providing the ability to experience places around the world with a 360 degree field of view and redefine learning with a focus on student inquiry. It supports the District 64’s 2020 Vision Strategic Plan Objective One by offering “Engaging, Motivating, and Challenging Educational Programming”, as well as “Technology Integration”.
	<i>Lego Story Starter Kits</i>	Lego Story Starter kits will be implemented school-wide into reading, writing, language arts, social studies, science, and intervention classes. By utilizing Lego Story Starter kits, teachers will promote critical thinking, communication, collaboration, and creative thinking by engaging students in the learning process. In addition, by working together to build a scene, students will exercise their leadership, compromise, and listening skills to increase social emotional learning.
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	Collaboration Station	Replaces the existing computer lab in the school library with a state-of-the-art, flexible learning environment for all students, using new tables, stools, room dividers, and bookshelves to replace the current computer lab. The entire room can be reconfigured as needed throughout the school day.
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.
	Stand-up Desks	This grant is for purchasing stand-up desks to improve student attention, serve students with special needs, and fight childhood obesity.
2011	Get-it-Garage	This grant will be used to purchase materials to create a “garage” where students will learn a variety of “fix-up” reading strategies. Students in the garage will be taught and encouraged to read for meaning and not simply to decode. The motivational setting provides second and third graders with an engaging environment to become more successful readers.
	<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.
2010	iPads in the Classroom	Roosevelt teachers at the intermediate level (grades 4 and 5) will collaborate with primary teachers (grades 1 and 2) to integrate the use of iPad technology to enhance the curriculum. The iPads will be used as an instructional tool to implement three projects - to enrich the current social studies curriculum in grades 2 and 4, to enhance the "Book Buddy" groups in grades 1 and 5, and to establish an "e-Reading Club" with the principal using the International Children's Digital Library.
	<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.
2009	iPods in the Classroom	Creating podcast of students demonstrating reading comprehension strategies while reading selected text aloud. These recordings will support assessment of the student's skill mastery. Teachers will also learn how to use iPods and other technology to support small group instructions in reading and assessment of student progress. Intermediate grade students will record oral reading to demonstrate their ability to apply reading comprehension strategies. These recordings will create an authentic product that will be used in the Primary grade classrooms. Completed recordings will become podcasts that will be loaded on a website where they can be assessed by parents.
	<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>Document Camera</i>	Money from this grant will be used to purchase document cameras to allow teachers to share student work and learning examples immediately with their classroom. The document cameras will replace and surpass the overhead projector.
	<i>Fluency Farm</i>	This grant will purchase a ready made, child friendly, means to enhance oral reading and fluency. It is a research based interactive tool for building the critical skill set necessary for bridging decoding and comprehension. Students take frequent "field trips" to the fluency farm repeatedly reading the same text in an increasingly fluent, more automatic, manner.
	<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.
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>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>Starlab II</i>	Starlab, 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>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.
	<i>Summer Reading Drive</i>	An intense summer reading initiative for 2nd and 3rd graders. The program utilizes a driving metaphor intended to capture the students attention, create a cohesive theme for activities and help to make a meaningful connection. The concept is to have students as drivers in the "reading drive" and then similar metaphors are used to make comprehension captivating and fun.

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.
	Fourth Grade Level Book Room	In a joint effort with the PTO, books and CD-ROMS will be purchased to enhance the literature collection thus exposing all fourth graders to a variety of genres of literature.
	<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>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 for Grant-Writing</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 for Language Arts and Math initiatives.
2003	<i>Edutrak Web-Based Physical Education Assessment Software</i>	The purpose of this project is to utilize the Edutrak 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.
2003	<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	Conflict Resolution and Peer Mediation	This grant is for the continued development and implementation of a Conflict Resolution and Peer Mediation program at Roosevelt School. The funds will be used for guest speakers and other school assemblies focused on this issue.
	<i>Learning Respect and Responsibility from a Real Life Hero</i>	This grant will bring a New York City firefighter to visit both Roosevelt and Field Schools. In addition to helping the students learn about respect and responsibility, students will learn about fire safety.
	Promote Academic Goal of Reading	The purpose of this project is to plan and implement student, parent and staff education as it relates to Reading. The grant will fund presentations and other forms of teacher and parent in-service.

	<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.
	Self-Esteem Books	This grant will fund the purchase of books and materials to help students learn about diversity, building self-esteem and problem solving. Sets will be available for teachers in the primary grade levels.
	<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	Conflict Resolution and Peer Mediation	This grant is for the development and implementation of a Conflict Resolution and Peer Mediation program at Roosevelt School. The funds will be used to train a core of teachers in this process, all teachers in the school, and ultimately the students that will be peer mediators.
	Math Start Series	This project will focus on student, parent, and staff education in the following ways: using math books to enhance student learning, helping integrate math into everyday life, demonstrating the link between literature and math, developing reading and language arts skills, such as comprehension and critical learning.
	<i>Starlab I</i>	Starlab 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.