Glassboro Education Foundation, Inc.

Send the completed application to Grants@glassboroed.org

or

Send the completed to the attention of:

Betty Ann Marchese
Beach Administration Building
Joseph L. Bowe Blvd
Glassboro, NJ 08028

A. General Information

Applicant(s): Ms. Dionne Young, Mrs. Bernadette Perry, and Ms. Raynor

School: Bullock Elementary School

Principal: Mr. Richard Taibi

Grade Level or Subject: 1st - 3rd grade Technology, Art, and Library

Phone: (school) 856-652-2700 (Home):

E-mail(s): dyoung@glassboroschools.us ; bperry@gpsd.us
traynor@glassboroschools.us

B. Statement of Assurances:

The applicant hereby assures the Glassboro Education Foundation that:

1. The applicant(s) meet(s) the eligibility criteria.
2. The activities and services for which the grant is sought will be implemented as written.
3. Any monies not expended within the school year shall revert back to the Glassboro Education Foundation, unless permission to carry it into the next school year is granted.
4. All publicity releases regarding a funded project will acknowledge the Glassboro Education Foundation and/or a particular mini-grant sponsor as the funding agency.
5. The grant recipient(s) will submit a final report summarizing the project's evaluation results.
6. The Board of Education authorizes the filing of this application.

We do hereby certify that all of the facts, figures and representations made in this application are true and correct to the best of our knowledge and that the assurances as stated above are understood and will be followed in their entirety.

D Young
Signature of Applicant

Signature of Principal

Please note: from this page on, please do not include your name or your school in any of your descriptions as all applications are coded to prevent bias.

C. Project Title and Description

Title of Project: 3D Printer and Scanner

Subject Area(s): Technology, Art, and Library

Approximate Number of Students Participating: 500 (all students)

Project Starting Date: September 2017

Project Completion Date: Ongoing

Need: Describe the problem or deficiencies that exist which require the improvements described.

Recent attention has been brought to light in United States regarding low numbers of students pursuing *Science Technology Engineering Art Math (S.T.E.A.M.)* initiatives; however, few opportunities for elementary students currently exist. In order to strive for excellent and quality education, the students need to learn the process of 3D printing and how this technology can be utilized. Using tinker cad software, 3d printer and scanner we will engage students and encourage them to explore the possibilities of becoming designers, coders, and allow them to create and share their creations with the world. Students can take ideas and turn them into reality. Our focus will be on using technology to transform learning experiences with the goal of meeting the technology standards 8.1 & 8.2 in New Jersey Core Curriculum Standards.

Strategy: Briefly describe your plan to alleviate the need/problem.

How: Students will have the opportunity to utilize coding and 3D design. This will provide and expand student knowledge of 21st Century technology and it uses. Students will use critical thinking skills to create their designs.

When: All students will use Library, Technology, and Art times weekly (as needed) to get hands-on experience using the software, related technology and 3D Printer.

Where: This activity will be conducted in the Library, Computer Lab, and Art Room.

Why: Students today are more technologically savvy than ever before. If we do not remain up-to-date with the latest technology and software, we would be doing our students a disservice. Coding has proven itself to be the language of the future, using the software, scanner and 3d printer it will expose the students to hands-on technology of the 21st century.

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D. Objectives, Activities and Evaluation Techniques (This page may be duplicated if necessary)

Objectives	Program Activities to Accomplish Objectives	Completion Date	Evaluation Techniques
The student will be able to design and showcase 3D pieces using tinker cad and thingiverse.com to show their ability to use innovative technology.	• Tinker cad • Thingiverse.com	By the end of the school year starting 2017-2018	Student will be able to produce a product within the curriculum standards for display in the library or at home. Essential Question: How do you change the world by thinking like a scientist. • Showcase in library/3D Museum

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E. Itemized Budget

Materials/Equipment			Services		Evaluation Techniques	
Item(s)		Cost	Item(s)	Cost	Item(s)	Cost
3D Printer	2@	649.99				
3D Scanner (XYZ Model 3 SH10)		172.25				
Filament Roll	10@	29.99				
Monoprice Mini		220				
			Sub-total:		Sub-total:	
Sub-total:		$1971			Grand Total	1971