### Glassboro Education Foundation, Inc.

Send the completed application to the attention of:

Mr. Craig Stephenson
Beach Administration Building
Joseph L. Bowe Blvd
Glassboro, NJ 08028

RECEIVED

#### A. General Information

Applicant(s): Eric Fifer, Katie Evans, Mallory Dominy, Kelly Marchese

School: Dorothy L. Bullock Elementary School

Principal: Mrs. Kelly Marchese

Grade Level or Subject: Grades 1-5, Bulldog PRIDE Character Initiative

Phone: (school) 856-881-0173

Home):\_\_\_\_\_

E-mail(s): mdominy@gpsd.us, kevans@gpsd.us, efifer@gpsd.us, kmarchese@gpsd.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.

Signature of Applicant

Signature of Principal

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

#### C. Project Title and Description

Title of Project: Bulldog PRIDE: Big Games, Bigger Fun!

Subject Area(s): Monthly Bulldog PRIDE character building events

Approximate Number of Students Participating: All 1st and 5th grade students

Project Starting Date: <u>As soon as possible</u> Project Completion Date: <u>Ongoing</u>

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

Bullock School is currently in the process of applying to become a National School of Character, an achievement that reflects our commitment to fostering strong character development in our students. We are dedicated to instilling core values such as integrity, respect, and humility, which are essential to shaping our students into well-rounded, exceptional citizens. By cultivating a culture that emphasizes both academic learning and character education, we are working towards creating an environment where students not only excel academically but also thrive as individuals who contribute positively to their communities. Through this ongoing effort, we aim to provide a transformative experience that prepares students for success both in and out of the classroom.

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

Our school mentoring events, including pen pal activities, board game days for justice, charity events like a coin drop to support Olive the Therapy Dog's rescue organization, and minute-to-win-it games for fortitude, are all designed to promote good character and leadership. These activities give 5th grade students the chance to model respect, integrity, and a positive attitude while mentoring 1st graders. By engaging in these hands-on experiences, both older and younger students learn the importance of values like justice, self-control, and love. The events also align with our district's mission of "Empowering students to be unique, exceptional citizens through a culture of character and learning." They help create a supportive community, boosting self-esteem and building leadership skills. The awarded funds from this grant would be used to purchase supplies necessary to host these character-building events for students. This includes jumbo-sized games and activities for our board game event, resources for minute-to-win-it games focused on fortitude, art supplies for the pen pal events, and more. These supplies are crucial for creating engaging, hands-on experiences that promote character development and align with our district's mission to empower students to be exceptional citizens. The funding would ensure we can continue offering these valuable activities that teach respect, integrity, compassion, and resilience.

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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
<ul> <li>Justice: We Are Always Game to Play Fair Boardgame event</li> </ul>	<ul> <li>Students come together for engaging board game activities that help them develop important life skills. These activities encourage students to practice turn- taking, follow rules, and demonstrate good sportsmanship. Through these experiences, they not only enhance their interpersonal abilities but also have fun in the process.</li> </ul>	December 2025	<ul> <li>Written reflection, photos, Character Champions meeting with student council members after the event to discuss what went well and improvements to be made for next event.</li> </ul>
<ul> <li>Fortitude Challenge</li> <li>Day</li> </ul>	• Students will play "Minute to Win It" challenge games at four stations in the gym, spending about five minutes at each station. First graders will be paired with their fifth grade mentors so they can rotate together and continue building relationships. The main goal is to have fun, make connections, and practice fortitude—encouraging everyone to keep trying, even if a challenge feels tough.	January 2026	<ul> <li>Written reflection, photos, Character Champions meeting with student council members after the event to discuss what went well and improvements to be made for next event.</li> </ul>
• Positive Attitude: Pen Pal Event	+ + +	February 2026	• Participation, written reflection, photos, Character Champions meeting with student council members after the event to discuss what went well and improvements to be made for next event.
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E. Itemized Budget

Evaluation Techniques	<u>Item(s)</u> <u>Cost</u>	$\overline{N/A}$								<u>Sub-total:</u>	Grand Total
Services	<u>Item(s)</u> <u>Cost</u>	<u>N/A</u>								<u>Sub-total:</u>	
Materials/Equipment	Cost	a Game x2 \$63.10	Giant Connect Four x2 \$119.98	3-in-1 Vintage Giant Checkers, Tic, Tac, Toe, with Reversible Mat	10 Board Games in one \$24.99	\$14.48	100 ct. ping pong balls \$23.92	red 16oz \$21.38 s x2	6 sided \$11.98	ntzee, & \$44.10 Bundle	or Kids x2 \$28.20
Mate	<u>Item(s)</u>	<ul> <li>Giant Jenga Game x2</li> </ul>	• Giant Conn	<ul> <li>3-in-1 Vintage Giant Checkers, Tic, Tac, To with Reversible Mat</li> </ul>	• 10 Board G	Giant Uno	• 100 ct. ping	<ul> <li>Multi colored 16oz plastic cups x2</li> </ul>	<ul><li>40 pack of 6 sided dice x2</li></ul>	<ul> <li>Sorry!, Yahtzee, &amp; Connect 4 Bundle</li> </ul>	<ul> <li>Charades for Kids x2</li> </ul>

6 in 1 card game multi-pack	\$6.70	<u> </u>
Standard playing cards	\$11.99	
160 Count markers x2	\$59.98	
Sidewalk chalk x2	\$53.98	
Sticky Easel Pad x4	\$159.96	
<u>Sub-total:</u> \$668.73		
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