

# Glassboro Education Foundation, Inc.

Send the completed application to

Send the completed to the attention of:

*Danielle Sochor*  
Beach Administration Building  
Joseph L. Bowe Blvd  
Glassboro, NJ 08028

## General Information

Applicant(s): *Caitlin Clements*

School: *Glassboro High School*

Principal: *Dr. Sneathen*

Grade Level or  
Subject: *Graphic Design/Fine Arts 9-12*

Phone:  
(school) *856.652.2700* (Home): *856.981.3593*

E-mail(s): *C.clements@glassboroschools.us*  
*Clements.Cait@gmail.com*

## 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.

*Caitlin Clements*

Signature of Applicant

*Dr. Danielle F. Sneathen*

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.

**Project Title and Description**

Title of Project:

Painting From a New Perspective & Adventures with Google  
Area(s): Graphic Design Tilt Brush

Approximate Number of Students Participating:

28

Project Starting Date: Feb. 2017 Project Completion

Date: June 2017 (First completion date)

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

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

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Glassboro Education Foundation  
Grant Application

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

Objectives	Program Activities to Accomplish Objectives	Completion Date	Evaluation Techniques

Glassboro Education Foundation

Grant Application

E. Itemized Budget

Materials/Equipment	Services	Evaluation Techniques
<p><u>Item(s)</u></p> <p><u>Cost</u></p> <p><u>Sub-total:</u></p>	<p><u>Item(s)</u></p> <p><u>Cost</u></p> <p><u>Sub-total:</u></p>	<p><u>Item(s)</u></p> <p><u>Cost</u></p> <p><u>Sub-total:</u></p> <p><u>Grand Total</u></p>

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## A. General Information

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School: Glassboro High School

Principal: Dr. Danielle Sneathen

Grade Level or Subject: Graphic Design/Fine Arts 9-12

Phone: (School)856.652.2700 (Home): 856.981.3593

E-mail(s): [clements@glassboroschools.us](mailto:clements@glassboroschools.us) [clements.cait@gmail.com](mailto:clements.cait@gmail.com)

## B. Statement of Assurances:

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

Teaching digital art and media is a way to advance the creative capabilities of our students using modern technology. The exposure to a library of the contemporary digital cultures allows students to dive deeper into analyzing, problem solving, and higher order thinking. Keeping up with today's technologies in Graphic Design and the arts means having access to the newest innovative technology. As we all know taking on any type of cutting edge technology comes with financial strife. The levels of technology are beyond what some of us can imagine. Student engagement with technology and their readiness to take on the skills required for new technology is beyond satisfactory. Yet, the fiscal cost of placing these tools into the hands of students is a challenge and one that can often times not be done.

Teaching art I am continuously looking for new and innovative ways to expand the artistic mindset and further push creative thinking. Teaching students to think outside of the box I ask them to instead think *around* the box. I push them to discover, see and understand the multitude of ways to solve a problem, not just one. This is creativity. This is perhaps the best way art education can help people for the future. Arts reach students not normally reached, in ways and methods not normally used. It changes the learning environment to one of discovery. My hope is to give them a tool not normally used as well.

In the spring of 2016 Google introduced its virtual paintbrush. Google Tilt Brush allows the artist to paint in 3D space with virtual reality. Here, anything is possible. The artist can build, sculpt, manipulate, or paint anything that comes to mind. They can walk through their creations, share their virtual structures, and interact with other artists that have this same advanced technology. I want to give my students access to this new and amazing tool. If given the opportunity they would be some of the very first students ever to have access to painting in virtual reality. We may not be able to predict the jobs our students will be working in 10 or 20 years, but what we do know is the more the brain can do, the more flexible their brain is, the more control and power they will harness in a new economy. Google Tilt Brush without a doubt helps students to dive into thinking outside and around the box of norms. It will give them

**Glassboro Education Foundation  
Grant Application**

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

<b>Objectives</b>	<b>Program Activities to Accomplish Objectives</b>	<b>Completion Date</b>	<b>Evaluation Techniques</b>
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**Glassboro Education Foundation**

**Grant Application**

**E. Itemized Budget**

<b>Materials/Equipment</b>	<b>Services</b>	<b>Evaluation Techniques</b>
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