IMPACT ON EDUCATION
CIG 2019-2020 APPLICATION

Project Title:

Grade Level(s) Directly Impacted:

Primary Mode of Instructional Innovation:
>   Instructional Delivery Method
>   Instructional Content
>   Instructional Outcome

Instructional Delivery refers to **HOW** the CIG lesson will be communicated and/or implemented. If you are seeking CIG funds for technology, this is *likely* the area of instructional innovation, especially if the newly funded technology is delivering the content/lesson and/or making it happen.

Instructional Content refers to **WHAT** the CIG lesson involves/teaches.
Instructional Outcome refers to the **STUDENTS' PRODUCT** or the intended **RESULT**.

Primary Content Area: *You may choose up to two.*
>   Literacy
>   Language Arts
>   Math
>   Science
>   Social Studies
>   Music (and you are **not** a music teacher; if you are, please go back to home page and apply for Pathways to Jazz CIG)
>   Fine Arts **other than music**
>   Physical Education
>   Practical Arts
>   Career Services
>   Social & Emotional Learning
>   Other

Once you have contacted your supervisor (e.g., principal, department chair) to confirm viability and usability of your project should a CIG be awarded, please X this box ☒ *.*

If planning to purchase or utilize new technology, please check with BVSD IT *to verify technology both meets district hardware/software requirements and can be supported as well*

as is not already duplicated within the district. *Once you have completed this step, please X this box* ☒ *.*

Number of Students Impacted This Year:

Potential Impact of Project in Subsequent Years: *Please explain the sustainability of your project. What is the likelihood that your school or the District may help with funding your project after this year, should you need it?*

ABSTRACT: *Describe your project in a CLEAR & CONCISE manner, highlighting its compelling, creative, and/or unique aspects. This abstract may be used in Impact on Education publications. Maximum 300 characters*

GOALS: *List and explain SMART (Specific, Measurable, Attainable, Relevant, Timely) goal(s) of your project. Please be sure to focus on what the students will* **do***--procedural knowledge--rather than what they will* **know. Remember, knowledge must be measured to assess impact.**
Specific: Does the goal apply to a focused group of students in an explained setting doing something explained explicitly?
Measurable: Can the goal's effectiveness and/ or outcome be measured?
Attainable: Is the goal reasonable enough to be reached given the resources available (either via grant or combined with others) and/or the timeline?
Relevant: Does the goal align with current curriculum and/or standards already in place? Applicant should explain how or why the goal is relevant to students and to existing curriculum.
Timely: Does the goal have a set stopping point whereby the goal(s) will be assessed and measured? Is the timeline realistic?

INNOVATION: *Describe the innovative aspect of your project and how it will enhance student learning. Innovation requires a void to be filled, a unique need to be addressed within your classroom or group of students. Innovation pertains to instructional content, procedure of instruction and outcome, or technology use. If you are using technology, please consider whether the concept or experience can be taught kinesthetically or in a tactile manner. Technology for the sake of technology will not be funded. What is that void or need and how does it align with BVSD curriculum? Please visit* https://www.bvsd.org/parents-students/academics/innovation *for more direction on how to align your project's innovation, and please indicate how your project reflects one or more of these principles:*

1. Learning is founded in inquiry.
--Learning is driven by authentic questions originating in instructor or learner (or both).
2. Learning fosters a culture of curiosity and risk taking.
--Learners embrace opportunities to follow their passions and expand their limits to increase their understanding.
3. Mastery of learning is demonstrated in multiple ways.

--Learners show their learning visually, verbally, digitally, to name a few ways, and the learning--knowledge and skills-- is measured by both the facilitators and the learners.

4. Learning is a social process.

--The most meaningful learning requires interaction & collaboration--of thought, of expression, and of inspiration.

5. Learning is powerful when students create solutions to authentic challenges that impact their local, national, or global communities.

--Using the "real-world" as the context for learning provides greater purpose for students and inspires them to create positive change in their own communities.

6. Learning is personalized and learner led.

--Learning emphasizes student autonomy, choice, self-assessment, multiple iterations, and peer-to-peer review and collaboration to increase meaning and relevance of learning.

EVALUATION: *How will you measure the success of your project? How will you know if your goals were met? Please revisit your SMART goals.*

PLAN: *Clearly indicate your timeline for your project. Project goals must be achieved by May 21, 2020.*

BUDGET: *Please include, either via link to online resource or via web page images, documentation of resources you will purchase with CIG funds. Please remember, CIG funds cannot be used for substitutes, professional development, or staff training.*

Equipment / Materials:

Fees:

Honorarium:

Transportation:

   Other (Please specify):

Does the budget total for your project exceed $600 (individual grant) / $1200 (collaborative grant)?

Budgets exceeding $600 (individual) / $1,200 (collaborative): *Please indicate items & costs covered by additional funding sources that you have secured or plan to receive. **Also indicate funding source(s) and be sure to USE GENERIC NAMES FOR INSTITUTIONS (e.g., "PTO" INSTEAD OF "DOUGLASS PTO") SO AS NOT TO IDENTIFY YOUR SCHOOL AND DISQUALIFY YOUR APPLICATION.***